User's Manual

Version 4.1 - December 2011

Xedio CleanEdit

From Xedio Suite

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About this Manual

PURPOSE

This manual is a reference manual to Xedio CleanEdit.

It should provide you with general contextual and conceptual information, as well as detailed descriptive information on the various features available in Xedio CleanEdit.

This reference manual will include procedural information on more complex actions, even though not systematically. However, it will not contain procedures on simple or usual actions, which should be covered by video tutorials.

Some features may not be fully documented for version 3.1 Xedio CleanEdit. In this case, the documentation will gradually be completed in the future versions. Feel free to send your requests on features you would like to have documented in more details to doc@evs.tv.

SECTIONS ON MAIN AREAS ON THE USER INTERFACE

The following table shows where you can find detailed information on the various areas of the user interface:

User Interface Area	Chapter
Project area - its four zones	Chapter 5 'Managing Projects and Project Elements
Work area - Edit tab	Chapter 6 'Main Workspace for Editing'
Work area – VoiceOver tab	Section 11.1 'Adding Voiceover'
Work area – Text tab	Section 11.3 'Adding Integrated Text and Graphics'
Work area – Header Maker tab	Chapter 12 'Header Maker'
Work area – Scheduler tab	See Xedio Ingest Organizer user manual
Work area – Control VTR tab	See Xedio Ingest Organizer user manual
Work area – Playout tab	Section 13.2.3 'Playout Tab'
Work area –Media Manager, Edit Manager, Project Manager	Chapter 5 'Managing Projects and Project Elements'
Work area – Export tab	Section 13.3 'Exporting an Edit or a Media'
Work area – Media Importer tab	Chapter 3 'Importing Media'

Work area – Devices tab	Chatrer 9 'Editing in Place'

What's New on CleanEdit V3.02 and V4.01?

The following table describes the sections updated to reflect the new and modified features on Xedio CleanEdit from Xedio Suite 3.02 and 4.01 (compared to Xedio Suite 3.01).

In the user manual, the icon

has been added on left margin to highlight information on new and updated features.

Click the section number (or the description) in the table to jump directly to the corresponding section.

Section	Description
	Removal of the explanations concerning the XT Clips tab that is now integrated in the Media Manager tab
2.4.2	Note concerning the work with high resolution and low resolution media.
2.9, 6.3.7	Possibility to check the edit for missing hi-res files. A missing hi-res file can be identified by a yellow triangle in the edit if the option has been set in Xedio Manager.
3.1.1, 3.1.2	Possibility to import media from CANON Compact Flash drive
4.1	A Today tab is automatically added to the Saved Filters. It corresponds to 'creation date = today'.
4.3.1	Quick Text search can now be applied together with an advanced filter, with an AND operator.
4.3.3	Filter Fields: The most relevant parameters are listed on the top of the list.
4.3.3	Search Fields Types: logical operators now replace text.
5.2.4	Use of the video standard in projects
5.4.3	Make Local option for edits.
5.5.4	New Clip Properties window.
6.2.6, 6.3.5	New use of the J-K-L keyboard shortcuts as Player Transport Controls

Section	Description
9	Devices tab and editing in place feature.
13.3.3	Export Tab - Exporting to Device: possibility to export a file to a SxS card.

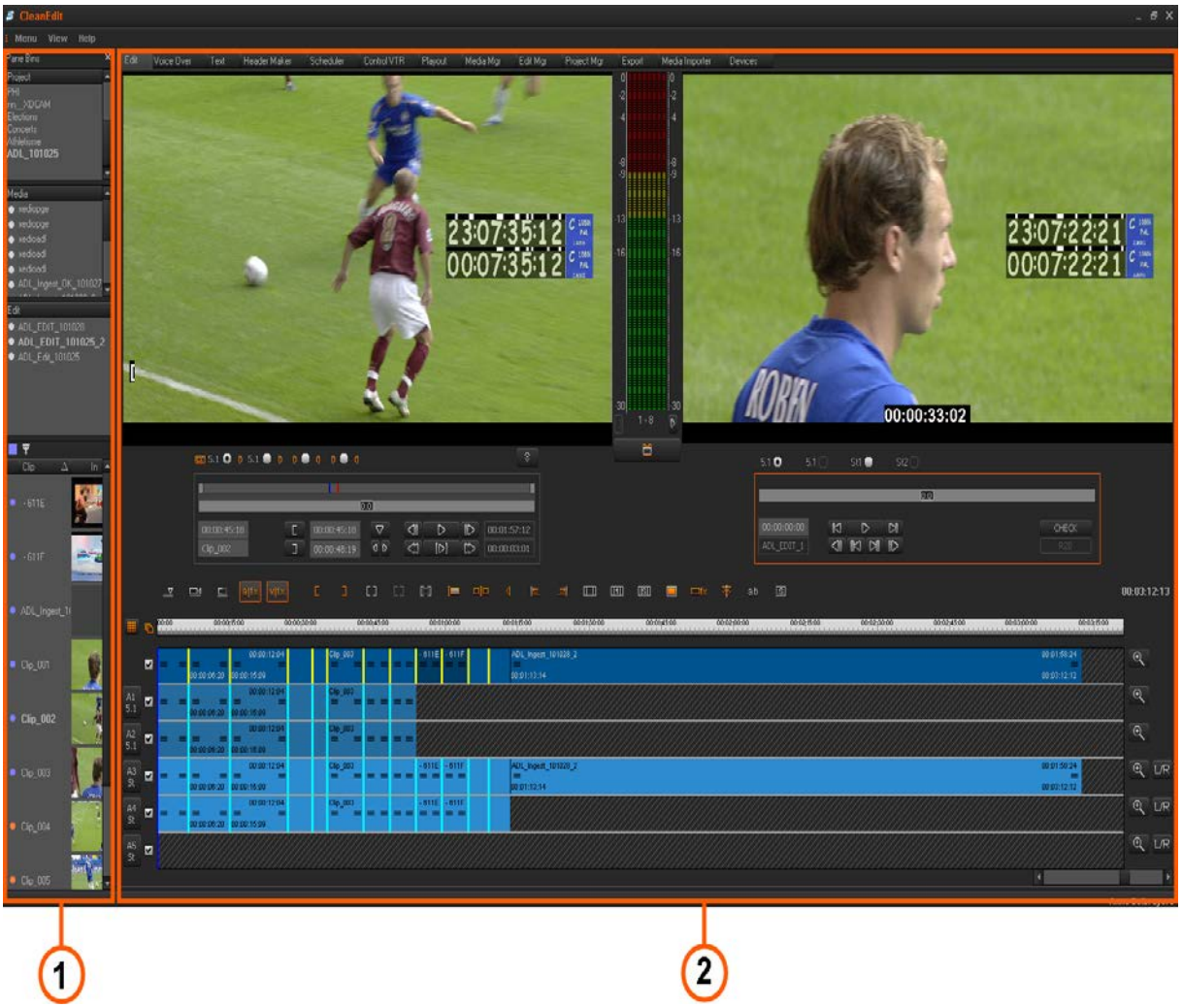
1. Introduction

1.1 GENERAL DESCRIPTION

Xedio CleanEdit is a non-linear editing system offering full integration with remote camcorders – Sony XDCAM™, XDCAM EX™ and Panasonic P2™ in SD and HD. Xedio CleanEdit enables journalists to edit stories in standard and high-definition from remote locations. As soon as the editor is back in the newsroom, the edit can be shared through this integrated news production system. In addition, Xedio CleanEdit can be operated remotely on a laptop or installed on a PC.

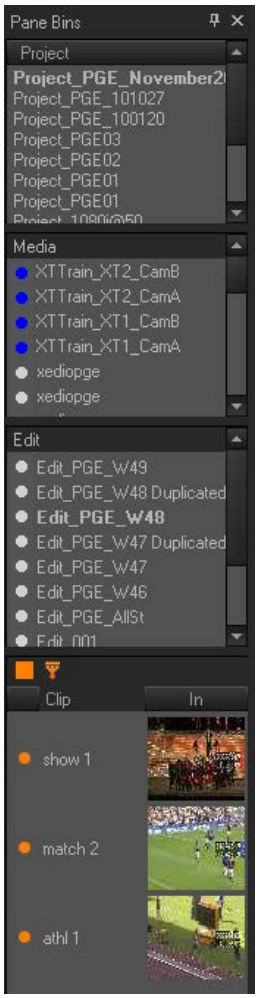
1.2 MAIN WINDOW

The CleanEdit user interface is composed of two distinct zones, highlighted on the image below. Each zone contains well defined functions in the workflow of the CleanEdit application.



Area Number	Area Name
1.	Project area See section 1.3 'Zones in the Project Area' on page 3.
2.	Work area See section 1.4 'Tabs in the Work Area' on page 4.

1.3 ZONES IN THE PROJECT AREA



The left hand part of the interface is called the Project area. Its function is to permit the user to manage a project and all the elements within the projects, multiple edits, media used within the project and clips and media used on the timeline of edits within the project.

The Project area contains the projects created by the logged-on editor. The Project area is divided into four zones to sort the different elements of each project:

- The Project zone contains a list of the projects for the logged on user. The open project is displayed in bold characters.
- The Media zone contains the original media files that are used in the open project. The media loaded is displayed in bold characters.
- The Edit zone contains the list of edits that have been created on the open project. The edit loaded is displayed in bold characters.
- The Clip zone contains list of clips stored in preparation for the edit.

Each project only contains the elements that have been deemed to be relevant to it. The ability to access elements from anywhere in the database of an installation and declare them relevant to a project, to allow sharing of media amongst several workstations, is a fundamental part of the structure of CleanEdit.

1.4 TABS IN THE WORK AREA

1.4.1 INTRODUCTION

The Work area has tabs for the modes that the user could be working in, such as timeline or voiceover modes used in the edit process, or other modes which are for other areas of the CleanEdit workflow, from media ingest and import, to playout as video, or rendering a completed edit to one specific format for the use of another system.

Note
The number of tabs displayed in the Work Area depends on options purchased, which allows the customers to have a system customized to their requirements and avoid working modes that are not needed in their workflow.

1.4.2 SELECTING A TAB IN THE WORK AREA

Any tab in the Work area is automatically selected by placing the mouse over a tab at the top of the Work area until the tab becomes visible or by clicking the tab.

2. The Basics

2.1 INTRODUCTION

This part will guide you through a simple workflow for the CleanEdit application to produce a simple edit, and either play it out from the application or create a standard file for use or playout by another system.

The steps are:

1. Starting CleanEdit
2. Opening a New Project
3. Finding Media for the Project
4. Adding Media to the Project
5. Refining Media Into Clips
6. Placing Clips onto the Timeline
7. Checking the Edit
8. Playing out or Exporting an Edit

Each step is described at its most basic only using on screen controls. Any keyboard shortcuts, which could be used, will be detailed in the following chapters.

The edit created using the techniques in this chapter will be video with associated audio clips only and edited with a cut as the transition.

2.2 STARTING CLEANEDIT

1. Click on the **CleanEdit** icon on the desktop to start the application

   OR

   Select the application from the **Start** menu.

   A login screen will then appear.

2. Enter your user name and password, and then click **OK**.

Note:
The system administrator creates login names and passwords in the Xedio Manager application. Please refer to that product user manual for more details.

2.3 OPENING A NEW PROJECT

2.3.1 INITIAL WINDOW DISPLAY

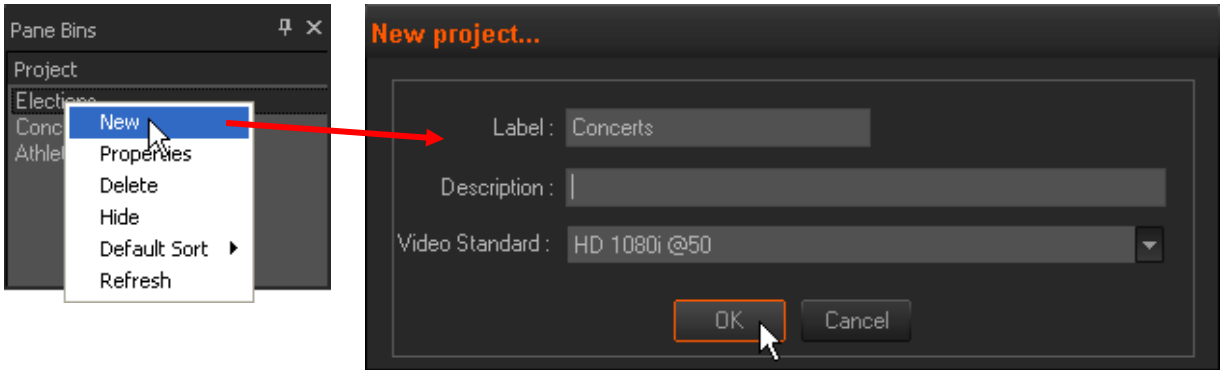
On startup the application will open as shown below with logos in the video windows and all icons disabled, showing an inactive state. There will be names in the Project zone if this login has been used to previously work on a Project.

2.3.2 PROJECT DEFINITION

A project, in the Xedio environment, is a kind of workspace for a given story. It is a flat structure. A project always belongs to 0 or 1 user. A project cannot be shared between users (duplicate is mandatory in this case).

2.3.3 HOW TO CREATE A NEW PROJECT

When you right-click in the Project area and select **New**, the New Project dialog box displays, which allows you to create a new project:



When you create a new project, you have to specify the following characteristics:

- Project name

  A default label for the new project is automatically assigned. You can change it.

- Video standard

  The video standard specifies the resolution and frequency that will be used for playing out, exporting or rendering the project.

Once you click OK to validate the new project, the project characteristics are recorded in the database

When a project is open, its name is displayed in bold characters in the Project zone.

2.4 FINDING MEDIA FOR THE PROJECT

2.4.1 MAKING MEDIA AVAILABLE IN XEDIO CLEANEDIT

During this workflow, it will be assumed that the media is available in Xedio CleanEdit. To be available in Xedio CleanEdit, the media needs to be 'imported' into Xedio CleanEdit and set to 'Publish', in other words defined in the Xedio database. A media which is not published is only visible through Xedio Manager, Xedio Browse and Xedio Approval.

Importing media into CleanEdit can be done, among others, via the Media Importer. For more information, refer to the section 3 'Importing Media', on page 21. Importing media always implies that the media is defined in the Xedio database but does not always mean that it is physically imported to the Xedio storage system.

Other ways to import or reference a new media in Xedio are: XTAccess, IPDGateway, Xedio Dispatcher, Xedio AutoFileImporter.

2.4.2 WHERE TO FIND MEDIA IN XEDIO CLEANEDIT

The Media Manager tab in the Work area is used to bring the media that is defined in the database into a project.

Note:
The XT clips are listed with the other media in the Media Manager tab.

You will search the media in this tab, then drag and drop it to the Media zone of your project.

You will find below a general description on the media that can be available in this tab.

You will find more details on the search filters available and possible operations in the Media Manager tab in the section 4 'Searching for and Managing Media', on page 24.

The Media Manager tab lists the media available in Xedio CleanEdit.

The media listed are all the published media that have the correct bitrate.

This can be:

- video, stills (full frame or with a key layer) and audio files imported via the Xedio Importer or the Media Importer tab from an external storage system. The metadata related to the file is added at the time of import or recording. For more information, refer to the Media Importer user manual.
- media files imported via the Xedio Importer or the Media Importer tab from a Sony XDCAM or XDCAM EX or Panasonic P2 cameras.
- clips referenced in the Xedio database and physically stored an XT or XS server on the network.
- clips transferred from XFile, XStream, XTAccess or IPD Gateway
- media files ingested from the Xedio encoders using the Xedio Ingest Organizer
- media files imported automatically via the Xedio AutoFile Importer.

Note

Xedio CleanEdit can work with high resolution and low resolution media. There is no restriction on the resolution of the low resolution media.

The default video resolution for proxy video browsing, editing and encoding is specified in the Software parameters > General > General tab in Xedio Manager.

2.4.3 VIEWING MEDIA BEFORE ADDING IT TO THE PROJECT

When you want to view any media available on these tabs prior to adding it to the Media zone of a project, select the required media and double-click on it:

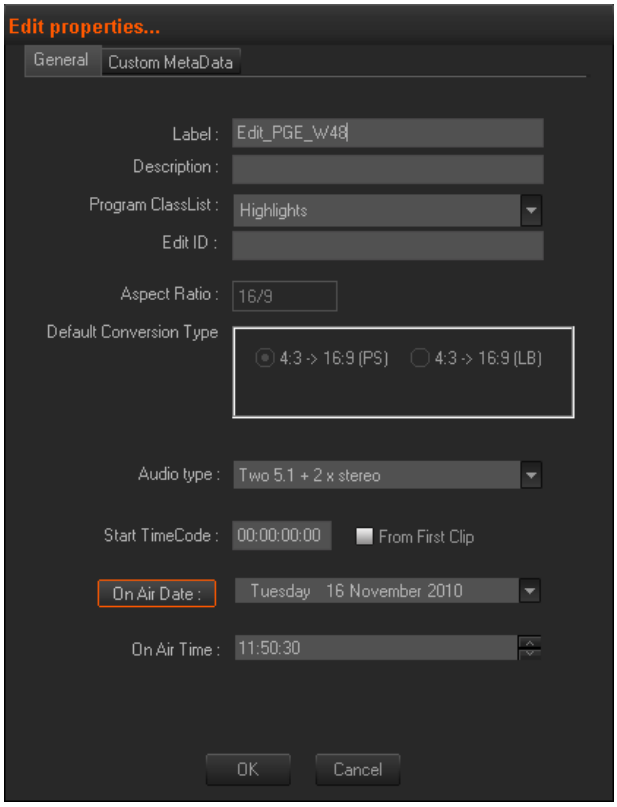
The CleanEdit Media Player window will open with familiar controls to view the material. A section of the media could be selected here to be placed onto the timeline.

However, this is more usual to take the whole media into a project and select sections of the media using the right media display in the Edit tab, which is called the Player area. For more information, refer to the section 6.2 'Player Area', on page 57.

2.5 CREATING AN EDIT

You first need to create a new edit or open an existing edit before you can add media to the timeline related to a given edit, or add effects on the timeline.

Right-clicking in the Edit zone opens a contextual menu. When you select New in this menu, a New Edit dialog box is displayed, which allows you to create a new edit.



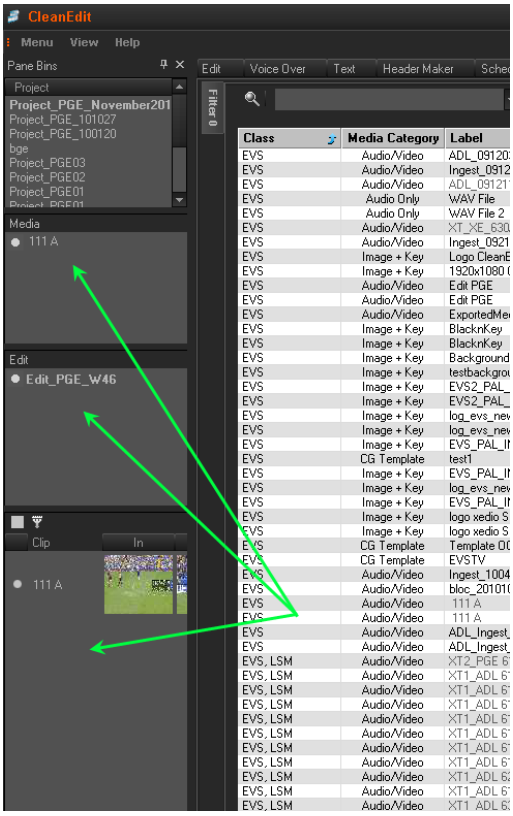
You can accept the default name or enter a new name. A description and other metadata can be saved with the Edit definition into the database. You will find detailed information on the fields in the New Edit window, in the section 5.4.4 'Creating an Edit', on page 47.

When you validate the new edit definition clicking OK, the edit characteristics are recorded in the database.

When an edit is active (open), its name is displayed in bold in the Edit zone and the timeline icons are enabled.

2.6 ADDING MEDIA TO THE PROJECT

When you have identified the media required in the database using the Media Manager tab, you can add it to your media, to your edit, or directly to the timeline by clicking on it and dragging it onto one of the Project sub-zones.



Each drag action produces a different result. The possible actions are explained in the table below.

Note:
If you do not want to place the media directly in the timeline, ensure that the **Fill** icon is not active .

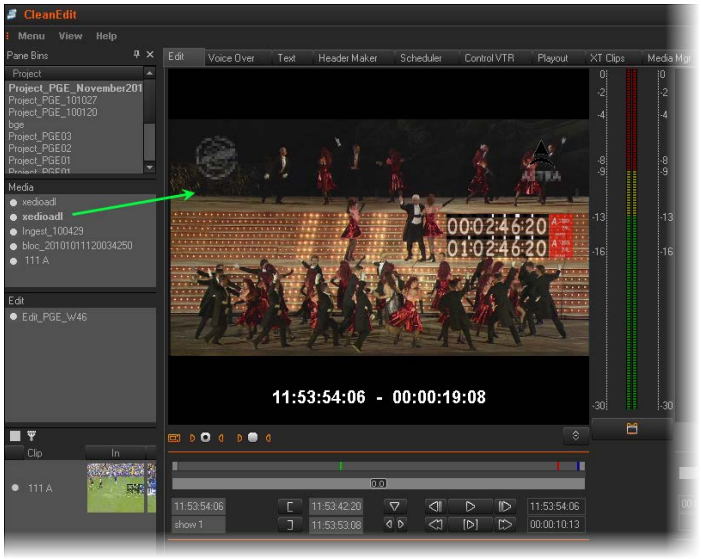
You want to …	You need to …
Add the media to the project, without further action.	Drag and drop the media to the Media zone.
Add the media to your project and in the Clip zone, but not to the timeline.	Drag and drop the media to the Edit zone or Clip zone without activating the **Fill** icon.
Add the media to your project, in the Clip zone, and place it at the end of the timeline.	Activate the **Fill** icon, then drag and drop the media to the Clip zone.

2.7 REFINING MEDIA INTO CLIPS

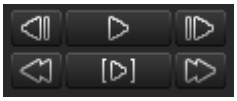
To mark clips from the media in a project, it is necessary to view the media in the Player window on the Edit tab.

Once you are in the Edit tab, proceed as follows to view the media and mark sections for inclusion on the timeline:

1. Select the requested media from the Media zone and double-click on it or drag it to the Player window. It will open in the Player window.



2. Play the media using
   - the transport controls on the panel,



   - the keyboard shortcuts or
   - the optional remote control panel (ShuttlePRO).

3. Mark an IN point by clicking on the icon on the panel.

4. Optionally, add a name for the clip in the text field.

5. Mark an OUT point by clicking on the icon on the panel.

   The duration of the clip will then be displayed.

The top area represents the whole length of the original media.

The current position within the clip is shown by a blue marker.

The IN point is displayed below the Player window as a green marker.

The OUT point will be represented by a red marker line.

For more information on these items, refer to the section 6.2.1 'Overview', on page 57

Note
IN and OUT points can be moved by selecting the marks on the media bar and dragging them to the required position, or by typing directly the timecode fields besides the mark IN and mark OUT buttons.

2.8 PLACING CLIPS ONTO THE TIMELINE

2.8.1 INTRODUCTION

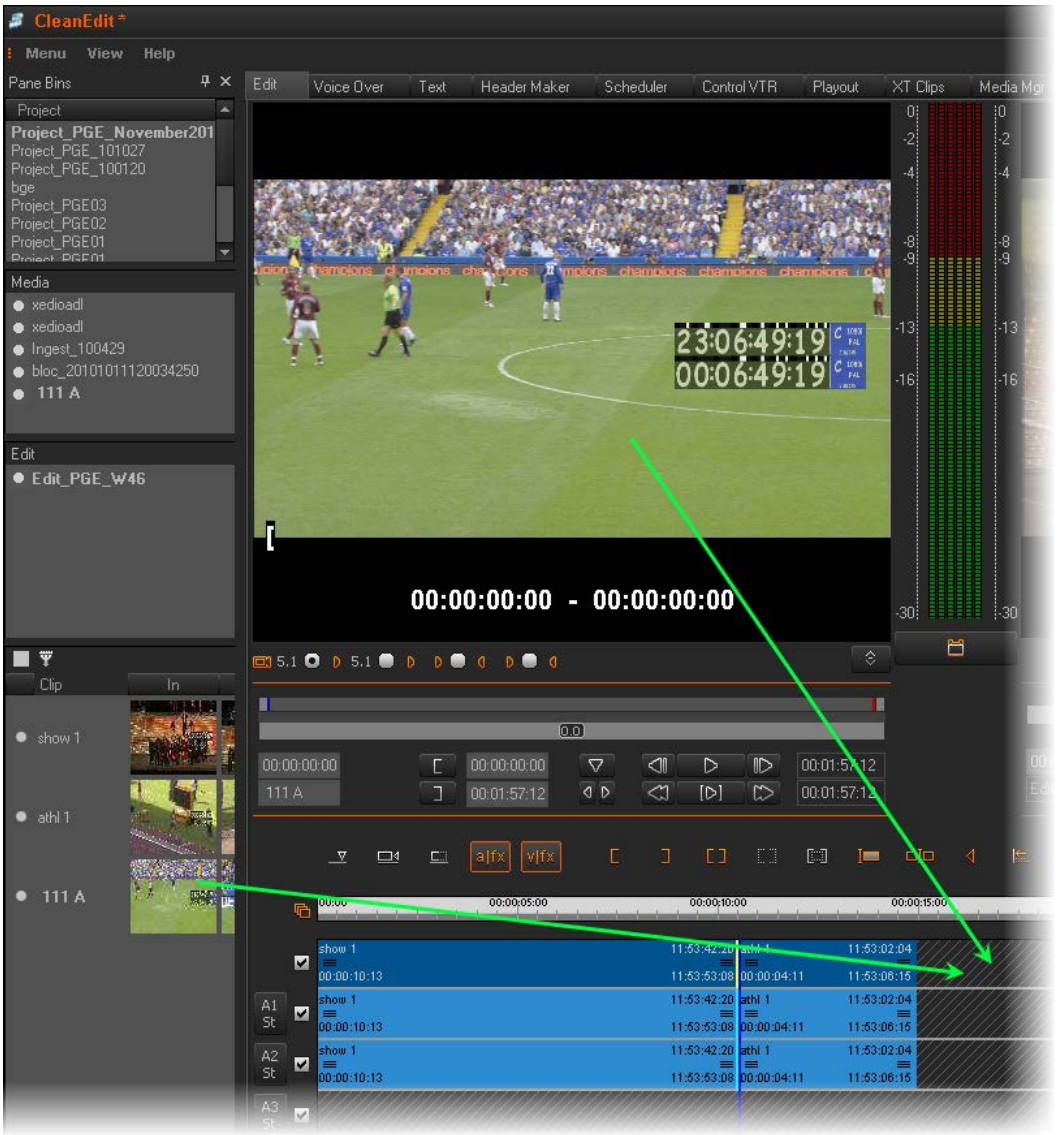
There are many different ways to add clips onto your edit. The main methods for placing a clip to your edit are one of the following:

- Dragging the clip into the Clip zone when the **Fill** icon (next to the Editing icons in the timeline area) is active.

  This adds the clip to the end of the timeline.

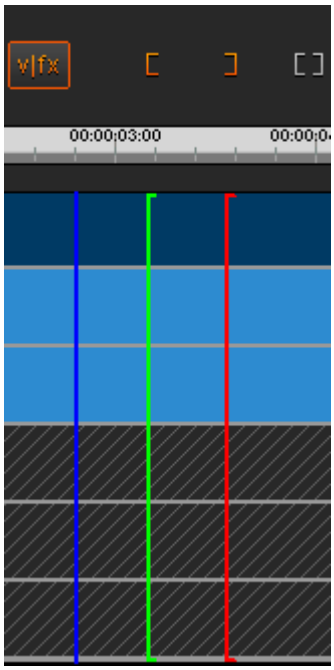
- Dragging the clip from the Clip zone to a given position in the edit.
- Dragging the clip from the Player to a given position in the edit.

You will find comprehensive information on the various ways to place clips into an edit in the section 7.3 'Placing Clips onto the Timeline', on page 107.



2.8.2 MARKING POSITION ON THE TIMELINE

Using the icons displayed on the screenshot below, you can mark points to edit accurately on the timeline. You can use these marks to place your clips into the timeline.



The following marks can be defined in the timeline:

Name	Description	To define the mark, ...
Nowline	blue vertical line, which displays the current position on the timeline	click on the timeline ruler where you want to place the nowline.
Mark IN	green vertical line, which displays the position of a mark IN point	place the nowline at the requested position and click the Mark IN icon .
Mark OUT	red vertical line, which displays the position of a mark OUT point	place the nowline at the requested position and click the Mark OUT icon

2.8.3 MODE TO PLACE THE CLIP ONTO THE TIMELINE

Before you drag a clip onto the timeline, you need to define the way you want to insert it. Two modes are available: Overwrite or Insert.

You select the mode by clicking the Overwrite/Insert Mode icon (left icon above the timeline display), which allows the user to toggle the mode.

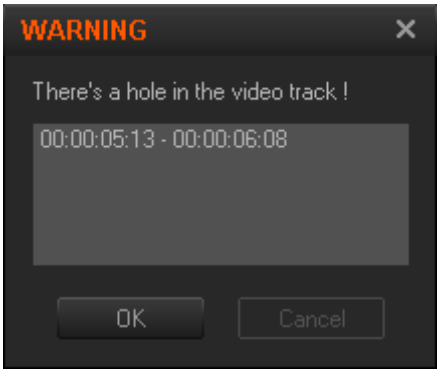
Mode		Description
Overwrite (default)	(white)	adds the media in the timeline, overwriting the existing media from the selected position. In other words, the media in the timeline will be removed from the insertion point by the duration of the added media.
Insert	(orange)	adds the media in the timeline without overwriting existing media and pushes further right the existing elements of the timeline placed after this position. In this mode, you can only insert the media on the clip boundaries which are common to all selected tracks.

2.9 CHECKING THE EDIT

When the edit is completed it is possible to check it. Xedio CleanEdit parses the timeline for possible errors (lack of video, for example) or missing hi-res files (if this has been set in Xedio Manager).

To do so, click the CHECK button.

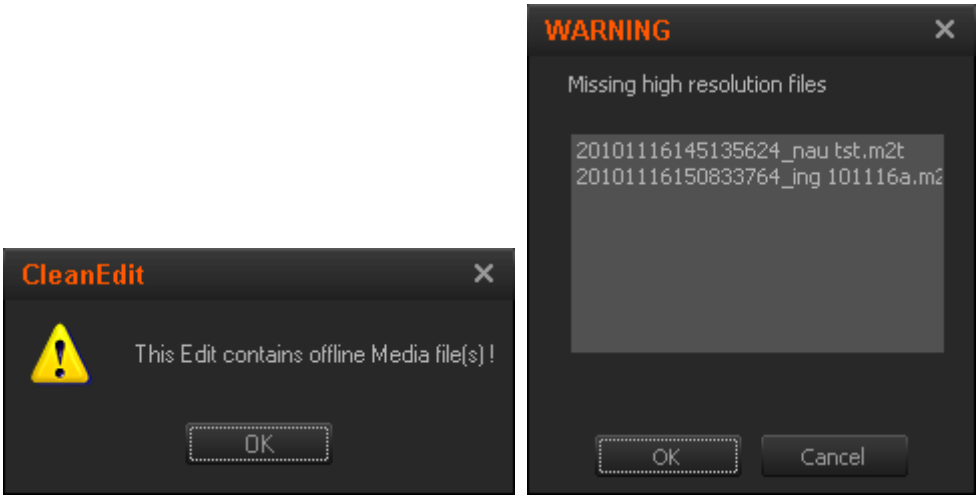
- If a hole is discovered a dialogue box opens and gives a time reference on the timeline for where there is no video.



In this case, the R2B button will not become available.

New!

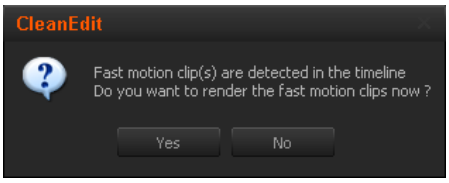
- If missing hi-res files are discovered, a dialogue box opens and gives the list of missing files.



In this case, the R2B button becomes available as soon as you click OK to acknowledge the message.

A icon is displayed on each lo-res file on the timeline.

- If a fast motion clip is detected a dialogue box opens via which you can render the fast motion clip(s). The transcoding codec used for the rendering of a fast motion clip is set in Xedio Manager.



If you choose No:

  - The CHECK button remains enabled, since not-rendered fast motion clips are still present in the edit.
  - The R2B (ready to broadcast) button remains disabled.

If the edit is checked successfully, the CHECK button will be disabled and the R2B (ready to broadcast) button will be enabled. See also the section 6.3.7 'Checking the Edit in the Recorder Area', on page 80.

2.10 PLAYING OUT OR EXPORTING AN EDIT

When an edit has been completed, it can either be immediately played out as video or rendered to a file type for transfer to another system or used by the other Xedio software suite.

2.10.1 PLAYING OUT THE EDIT

INTRODUCTION

Playing out an edit consists of 'outputting' the edit straight to an SDI connection. The playout option is therefore available only on workstations equipped with an EVS SDI output board (PCX2 or PCX3).

You can play out an edit from two different 'locations':

- from the Xedio CleanEdit application, via the Playout tab.

  You use such a solution when you want to playout some edits individually.

  This section will cover the playout from Playout tab.

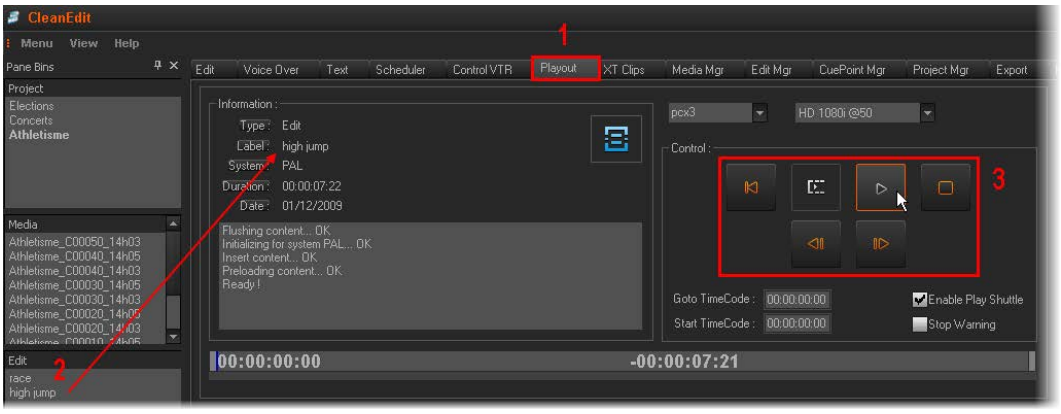
- from the Xedio Playout Organizer.

  You use such a solution when you want to manage several edits in your playout, and/or when a dedicated playout server is installed on your setup.

  This section is covered in the Playout Organizer user manual.

Both playout solutions cannot be used at the same time on the same machine because they would both try to attach to the EVS SDI output board (PCX2 or PCX3).

PLAYOUT PROCESS FROM THE PLAYOUT TAB



1. Activating the Playout tab:

   Move the mouse pointer over the Playout tab.

2. Preloading the edit:

   You can play an edit whether it is ready to broadcast or not.

   To preload the edit for the playout, select the edit from the Edit zone in the

Projects area and drag it anywhere onto the Playout tab work area.

The edit is ready to be played out.

3. Playing the edit:

   To play the edit, you can directly use the usual control commands available on the right part of the window.

   For more information on the Playout tab, refer to the section 13.2.3 'Playout Tab', on page 216.

2.10.2 EXPORTING THE EDIT TO A FILE

INTRODUCTION

This section presents how you can export an edit to a file in Xedio CleanEdit, selecting:

- a format from a list of supported codec
- a destination.

However, Xedio CleanEdit makes it possible to export the final edit to several destinations:

- to CleanEdit.

  This allows you to consolidate an edit and store it as a single clip in the Xedio storage system and Xedio database.

- to File

  This allows you to export an edit to a file that can be read by an external system.

- to Device

  This allows you to export an edit to an external device, either a video tape recorder, or to an EVS server.

- to Target

  This allows you to export an edit and to perform a predefined set of operations for specific workflows.

For detailed information, refer to the section 13.3 'Exporting an Edit or a Media', on page 218.

EXPORT PROCESS TO A FILE

When you use the Export to a File feature, you can export the edit to a file in an Mpeg2 format, even if the original edit was in a mix of many different file types.

This section gives you an overview on the export process:

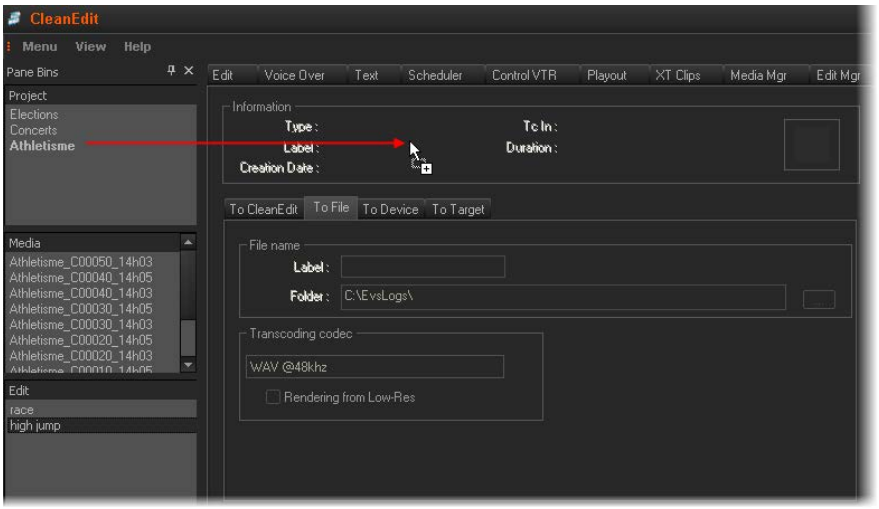
1. Activate the relevant Export type:

   Move the mouse pointer over the Export tab and select the To File sub-tab.

2. Load the edit to be exported:

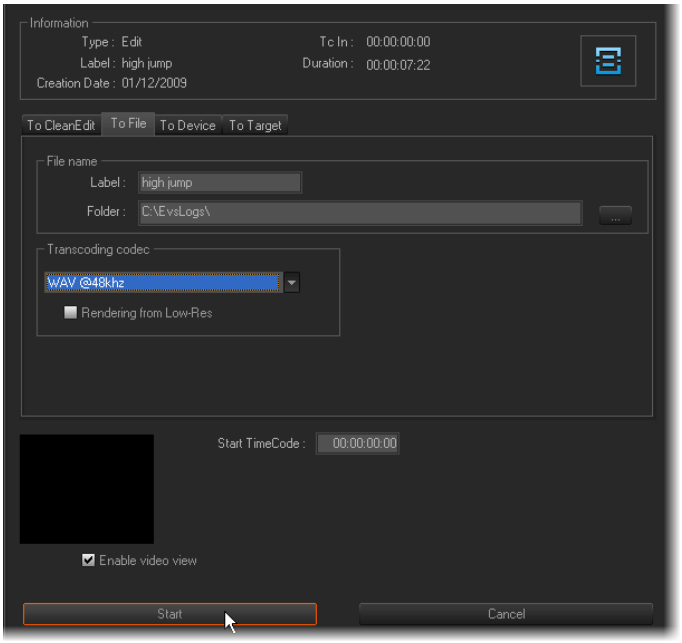
You can export an edit whether it is ready to broadcast or not.

Drag and drop the requested edit from the Edit zone to the open export sub-tab. The information group box, as well as the File Name label, is filled with the information related to the file.



3. Specify the Export settings:

Specify the destination folder where you want to export the edit to and the codec profile, which will determine the final format of the edit in the destination folder. For more information on the Export tab, refer to the section 13.3 'Exporting an Edit or a Media', on page 218.



4. Launch the Export Process:

Click the **Start** button to begin the conversion process.

A progress bar above the **Start** button allows you to monitor the progress of the process.

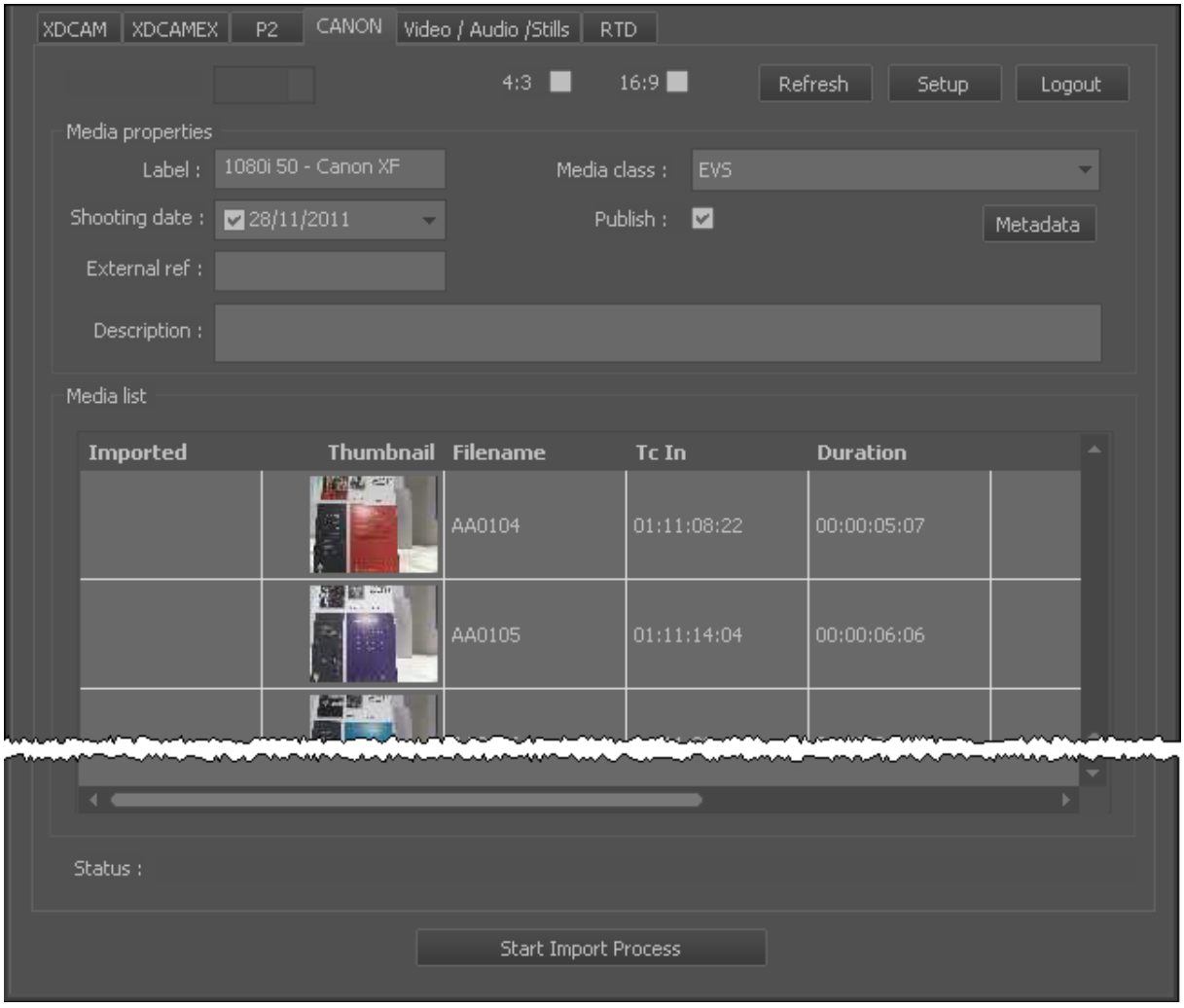
3. Importing Media

3.1 INTRODUCTION

3.1.1 GENERAL

CleanEdit offers a way of acquiring media files for use within the system. Through the Media Importer tab, authorized users may import media that have already been recorded and are in file format. Once the files are imported and set to 'Publish', they become available in the Media Manager tab.

New!



You can perform the same imports from:

- the Xedio Manager application, in the Media category, Media Importer tool.
- the Xedio Importer application

The common import functions are explained in the Xedio Importer user manual.

The following sections provide only an overview on the import functions, and deal with features specific to the Media Importer tab in CleanEdit.

3.1.2 IMPORTABLE MEDIA

When you click the Media Importer tab, the Media Importer window is displayed in the work area, allowing you to select media to import. Several tabs are available depending on the type of media you want to import:

- XDCAM, XDCAMEX, P2 and CANON sub-tabs

  To import media files recorded on Sony XDCAM and XDCAM EX, Panasonic P2 or CANON cameras

- Video/Audio/Stills sub-tab

  To import media files, image or audio files

- RTD sub-tab

  To import video containing transitions

- EVS Server sub-tab

  To import media files available on an EVS server on the same network as the Xedio suite. In this case, Xedio does not import the file content into the Xedio storage system, but creates a reference to the server files in the Xedio database.

Note
The mandatory field names are displayed in red in the user interface as long as you do not define a value for them.

Warning messages are also displayed at the bottom of the tab to tell the user which fields should be filled in.

3.1.3 GENERAL IMPORT PROCESS AND MANDATORY FIELDS

The import process is similar in all tabs. However, the file-related information you can provide depends on the file to import.

In each sub-tab and for all import sessions, the mandatory steps and information are the following:

1. Specify where the Media Importer will find the source files to be imported.
2. Specify the Label field, that is to say the name of the media when it will be imported into Xedio CleanEdit.
3. Tick the Published check box to make the media available and visible to all users.
4. Click the Start Import Process button at the bottom of the Media Importer tab.

Once imported, the files will be available in the Media Manager tab.

3.2 USING EVS SERVERS' RECORD TRAIN AND CLIPS IN AN EDIT

3.2.1 POSSIBLE ACTIONS

You have several possibilities to bring the EVS server material as media or clips into a project, using the EVS Server tab:

- Drag and drop a recorder channel from the Servers list in the EVS Server tab to the Media area of a project:

  This will make the corresponding record train available in the project as a media.

- Drag and drop a clip from the Clip/Channel area in the EVS Server tab to the Clips area of a project:

  This will make the corresponding clip available in the project as a clip.

- Import the clips created with the given camera or stored in the given page or bank. To do this, refer to the section below.

3.2.2 HOW TO IMPORT CLIPS FROM AN EVS SERVER

Importing clips from an EVS Server into CleanEdit does not physically import the clip in the media server: it creates a virtual location on the media server, and stores the clip definition in the Xedio database. Consequently, the connection to the servers needs to be operational to be able to access the material itself.

It is possible to import all the clips created with a given camera, or stored on a given page or bank into CleanEdit, to make them available in the Media Manager and Edit Manager tabs.

To import clips from an EVS server, proceed as follows:

1. Select the requested camera, page or bank in the Server Structure area of the EVS Server tab.

   All the clips created with the selected channel or stored on the selected page or bank are displayed in the Clip/Channel area.

2. Specify the Label field, that is to say the name of the media when it will be imported into Xedio CleanEdit. By default, the clip name will be taken over.

3. Ensure that the Publish check box is ticked to make the media available and visible to all users.

4. Click the Start Import Process button at the bottom of the Media Importer tab.

Once imported, the files will be available in the Media Manager tab.

4. Searching for and Managing Media

4.1 INTRODUCTION

Within the Work Area, there are three tabs designed to quickly find and browse the corresponding elements present within the database, such as media, edits and projects.

Each tab has a similar look:

The upper part of the Work area gives access to the different filters which can be applied to the element list.

At least two tabs exist on the left of the Work area.

- The Filter 0 tab: The element list displays the list of all elements present in the database, or it returns the result of a search applied to the list.
- The Today tab: the element list shown the elements with 'creation date = today'.

Additional tabs are displayed when the users have saved filters applied to the database. Refer to section 'Using Saved Filters' on page 35 for more details.

The list presents columns to display all metadata associated with the elements.

MEDIA MANAGER TAB

The Media Manager tab allows you to quickly find and browse the available media present in the system. This media can be video (including XT clips), audio or still files.

Media can be shared between all users and several workstations, enabling multiple accesses to browse, select and import media into any project.

EDIT MANAGER TAB

The Edit manager tab allows users to see and browse through all edits currently in the database. Edits can be deleted or undeleted and shared between users from this tab.

PROJECT MANAGER TAB

The Project manager tab allows users to see and browse through all projects currently in the database.

Projects can be shared between users to enable several workstations to use the same media, add new media and even open and modify edits within the project.

4.2 ELEMENT LIST

4.2.1 DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The Choose Displayed Columns option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element list.

The column width and order can be adjusted using standard computer commands and drag and drop techniques.

4.2.2 ELEMENT LIST CONTEXTUAL MENU

A contextual menu is available when you right-click on an item in the list. The options may differ according to the tab selected.

Menu Item	Description
Play or Run Player (CuePoint Mgr)	Opens a new Player window to allow the element to be browsed and modified. The Player window is the same as described in the section 4.2.3 'Opening a Player to View Media', on page 26.
Render List	Opens a window listing all types of rendering that have been done with the edit or media.
Archive History	Displays the list of the archive and restore processes that were achieved for the selected edit or media.
View Properties	Displays the properties for the selected media or edit. If a default metadata profile has been defined for the media, a metadata tab displays the media/edit metadata values.
Hidden State	Available only for the projects which belong to the user. Hidden hides the project from the Projects area. The project will still appear in the projects list for the user but will show an 'H' in the hidden column. Not hidden unmarks the selected project as hidden.
Deleted State	Available only for the projects and the edits which belong to the user. From Project Mgr: Deleted deletes the project and all its contents from the Projects area, but not from the database. The project will still appear in the projects list for the user but will show a "D" in the deleted column to indicate it has been flagged as 'to be deleted'. From Edit Mgr: Deleted deletes the edit from the Edit area, but not from the database. The edit will still appear

Menu Item	Description
	in the Edits list but will show a "D" in the deleted column to indicate it has been flagged as 'to be deleted'. Not Deleted unmarks the selected project or edit as deleted.

4.2.3 OPENING A PLAYER TO VIEW MEDIA

From the Media Mgr, and Edit Mgr tabs, you can open any item on the element list by double-clicking it or right-clicking the mouse and select Play (or Run Player).

The element opens in a Player window, which is same as the Player area in the Edit tab. For a detailed explanation, refer to the section 6.2 'Player Area', on page 57:

- A jog and media bar and a set of transport controls allow the manipulation of the element in the window.
- Using the mouse, you can click wherever you want inside media bar, and drag the mouse to browse through the element.
- Drag and drop operations of clips and media are possible from this Player to the Clip area or Media area of the project.

4.3 SEARCHING THE DATABASE

4.3.1 INTRODUCTION

When the database contains large amounts of data, it may become difficult to find a specific element. The Xedio Suite offers several ways to speed up your search:

- quick text search
- filters on parameters

By default, the columns that are taken into consideration for the Quick Text Search are the ones currently visible in the grid.

If you wish to search in other columns, and view the string you are searching for in the columns, you can:

- add other columns to the element list view
- use Filters, as explained in section '**Error! Reference source not found.**' on page **Error! Bookmark not defined.**

These search tools are explained in detail below.

New!

Quick text search and filters on parameters, as well as several filters on parameters, can be combined and saved for later use. All the criteria must be met in the results list (an 'AND' operator is applied). These **Saved Filters** can then be applied in one click.

4.3.2 QUICK TEXT SEARCH

INTRODUCTION

The **Quick Text Search** field is always available on the top of the database content list:

It allows searching for a string in the displayed columns.

The Quick Text Search option obeys specific rules which can be accessed via the **Help** button next to the **Quick Text Search** field.

For more details on these rules, refer to the section 'Quick Text Search Rules', on page 28.

HOW TO PERFORM A QUICK TEXT SEARCH

To perform a Quick Text search, proceed as follows:

1. Show the columns you wish to perform a quick search on.
2. Type a search string in the **Quick Text Search** field, based on Quick Text search rules available from the **Help** button and detailed in section

'Quick Text Search Rules' on page 28.

3. Depending on whether the AutoRefresh Filtering setting is selected or not, you may have to press the **Search** button to apply the Quick Text Search. Refer to the tab Software > Parameter Profiles > General > General.

   The Quick Text Search is applied and the search result is displayed in the grid.

4. To clear the applied Quick Text Search, click the red "X" icon to the right of the search field or select **<empty>** from the **Quick Text Search** field.

5. The **Quick Text Search** field is a combo box that gives access to the last 10 previously searched strings.

   Select a filter from the list of the **Quick Text Search** field to apply a previous search.

QUICK TEXT SEARCH RULES

The string that you enter in the **Quick Text Search** field is analyzed according to the following set of rules, which can be accessed via the **Help** button next to the **Quick Text Search** field.

The free text search is not a case sensitive operation.

Search String	Search Result
Yellow card	Searches for the strings '*yellow*' **and** '*card*', even if in two different fields (columns), for example '*yellow*' in Name and '*card*' in Keywords. For example a clip named '*The Yellow Man*' with keywords '*Red Card*' will be found, since it has yellow and card in 2 different fields.
"Yellow card"	Searches for strings containing '*Yellow card*'.
Yellow | card	Searches for '*yellow*' **or** 'card', even if in two different fields (columns), for example '*yellow*' in Name or '*card*' in Keywords. Spaces around the | sign are mandatory.
yell*	Searches for '*yell*' at the beginning of a string.
*low	Searches for '*low*' at the end of a string.
Ye*low	Searches for strings with '*ye*' at the beginning and '*low*' at the end.

Search String	Search Result
Ye*low 123	Searches for strings with '*ye*' at the beginning and '*low*' at the end and which contains '*123*'.
=card	Searches for a string exactly equals to '*card*'. For example, if a field contains '*yellow card*', the **=card** condition will not return any result.
="yellow card"	Searches for a string exactly equals to '*yellow card*'. The use of quotes is required due to the space between '*yellow*' and '*card*'.

4.3.3 ADVANCED FILTERS

Filters are available for more detailed search operations from the Filter 0 tab. The parameters available for filtering operations are the column headings and any metadata associated by the user.

New!

From the Today tab, the filter 'creation date = today' is automatically applied.

FILTER ACTIVATION

Show/Hide Filter Button

To display, or hide, the Filter extended area, click the **Show/Hide Filter** button over the grid.

Filter Button Display	Meaning
(dimmed)	The **Show/Hide Filter** button is dimmed when all filter criteria are hidden. Consequently, the filters are inactive.
(red)	The **Show/Hide Filter** button is red when the filter extended area is visible, even if no filtering criterion is applied.

Filter Extended Area

The Filter extended area is as follows:

The first field under the **Show/Hide Filter** button lists three options for the combination of criteria to be taken into account during the filtering operation.

The second field is a filter field allowing the users to select a first filter parameter.

Criteria Combination

The available options are detailed in the table below:

Option	Meaning
ALL criteria are met	All the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill all the selected filter criteria.
ANY criteria is met	At least one of the criteria selected in the **Filter** fields must be met. The media displayed in the results list fulfill at least one of the selected filter criteria.
NO criteria is met	None of the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill none of the selected filter criteria.

Filter Fields

Under the **Criteria Combination** field, the users will be able to select as many filter parameters as they want and to choose specific value(s) for these filter parameters. The use of **Filter** fields is explained in the next section.

FILTER FIELDS

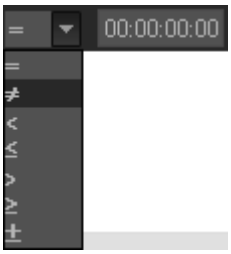
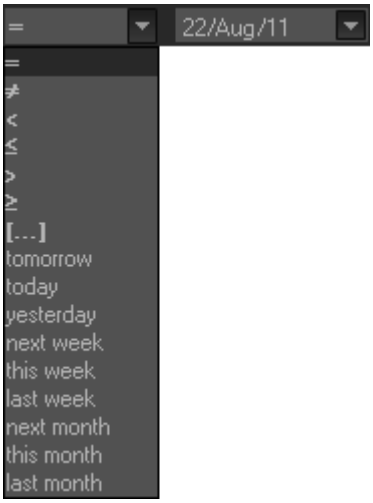
The **Filter** field provides the list of all the parameters on which a search can be performed. The following screenshot is an example of such a list. The options may differ between the applications of the Xedio Suite. Most relevant parameters are listed at the top of the list, then, all the other fields are displayed in alphabetical order.

Once a parameter has been selected, an entire line is displayed.

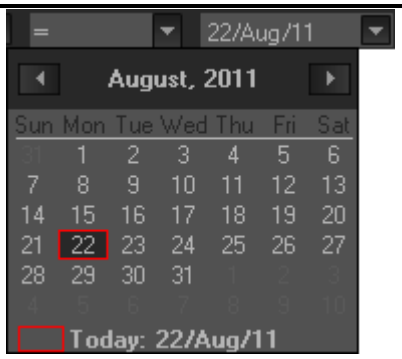
Interface Element	Description
1	Selected filter parameter.
2	Various fields used to enter the filter criteria. Refer to section 'Search Fields Types' on page 32.
-	Used to remove the corresponding filter line.
+	Used to add a new filter line.

SEARCH FIELDS TYPES

According to the selected filter parameter, different types of search fields will be displayed. They are detailed in the table below.

Filter Parameter Type	Displayed Criteria Fields
Timecode or Duration Parameter Such as TC IN, TC OUT, Duration…	 Select a logical operator in the first field and then enter a timecode or duration value in the second field.
Range Such as Timecode Range	 Select an option from the first field and then enter a timecode value. This will include, or exclude, media containing the specified timecode value.
Date Such as Creation Date	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field  b. This will condition the next step: • Search based on a specific date (e.g. with =…): a calendar will be displayed for the selection of a date.

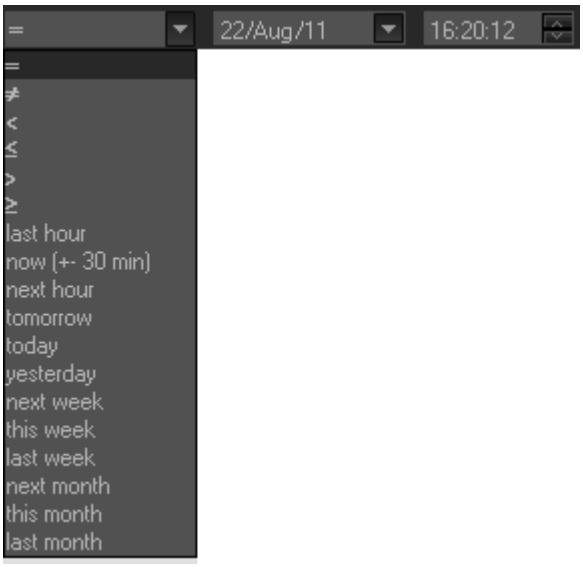
Filter Parameter Type	Displayed Criteria Fields



- Search based on an interval (e.g. with **[...]** (between)...): two calendars are displayed for the selection of two dates.

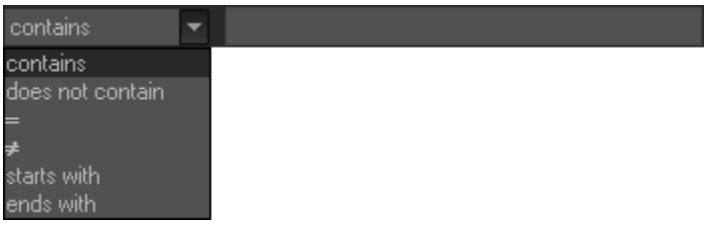
- Search based on a specific date calculated from the current date (e.g. with **tomorrow**, **last month**,...): no other field appears.

Time Such as Last Rendered Date Time	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field



b. This will condition the next step:

- Search based on a specific date and time (e.g. with =...): two additional fields will be displayed, a calendar for the selection of a date and drop-down list for the selection of time.
- Search based on a specific date and time calculated from the current date and time (e.g. with **next hour**, **last month**,...): no other field appears.

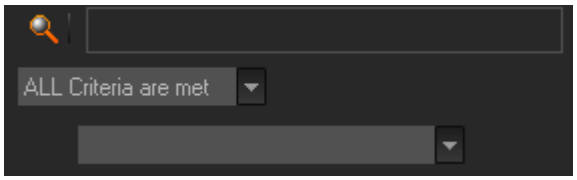
Filter Parameter Type	Displayed Criteria Fields
Number Such as DB Id	 Select a logical operator in the first field and then enter a number in the second field. Note <> means 'differs from'
Option List Such as Video Standard	Select a condition in the first field Click the ... button to display the list of options available for the selected filter parameter. Example for the Video Standard: Select an option from the list.
Boolean Such as Published	Select Yes or No from the single criteria field
Free Text Such as Label	 Select a condition in the first field and then enter text in the second field.

How to Perform a Search through Filter Fields

To enter search values in the Filter fields, proceed as follows:

1. Choose the columns you wish to perform a search on.
2. Click the **Show/Hide Filter** button

   The following Filter area is displayed:

3. Select a criteria combination from the list:

4. Select a filter parameter from the filter parameter list.

   An entire line, corresponding to the selected filter parameter, is displayed:

5. Enter filter criteria as explained in section 'Search Fields Types' on page 32.

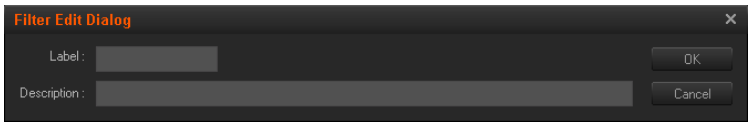
   For free text fields, press ENTER to apply the filter.

   Otherwise, the results list is automatically restricted.
6. If required, click the button to add a filter parameter.

4.3.4 Using Saved Filters

Once you have defined a filter criterion, you may want to save it for later use. You will then be able to apply the same filter with a single click.

Right-clicking in the Filter 0 tab displays a contextual menu with the following options:

Menu Option	Description
Create New Filter	Allows to create a new filter tab. 
Save Filter As	Allows to create a new filter tab in which the current search filter will be saved.
Filter Properties	Allows to change the name and/or description of the selected filter tab.
Reset Filter	Removes all search criteria on the selected filter tab.
Delete Filter	Removes the filter tab.

How to Save Filters

To save filters, proceed as follows:

1. Define the filter or filters combination you wish to save, as explained above.
2. Right-click the Filter 0 tab.
3. Select **Save Filter As** from the contextual menu.
   The Filter Edit Dialog box opens.
4. Enter a label for the tab you are going to create and, if required, enter a description.
5. Click **OK** to confirm.
   The new filter tab is displayed on the left of the list.

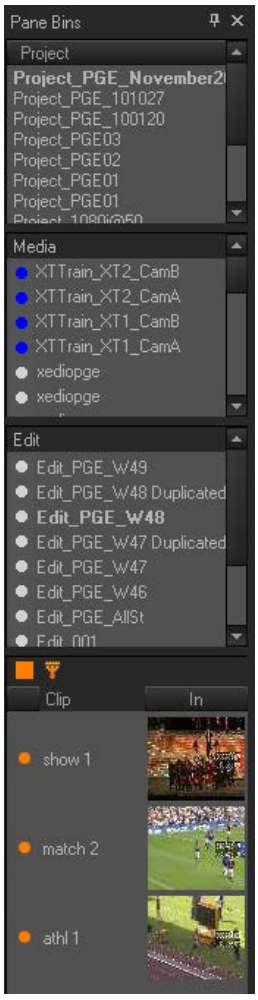
How to Apply a Saved Filter

To apply a saved filter, simply click the corresponding tab.

5. Managing Projects and Project Elements

5.1 PROJECT AREA

5.1.1 OVERVIEW



The Project area is located on the left part of the main CleanEdit window. Its function is to permit the user to manage a project and all the elements within the projects, multiple edits, media used within the project and clips and media used on the timeline of edits within the project.

The Project area contains the projects created by the logged-on editor. The Project area is divided into four zones to sort the different elements of each project:

- The Project zone contains a list of the projects for the logged on user. The open project is displayed in bold characters.
- The Media zone contains the original media files that are used in the open project.
- The Edit zone contains the list of edits that have been created on the open project. The edit loaded is displayed in bold characters.
- The Clip zone contains list of clips stored in preparation for the edit.

Each project only contains the elements that have been deemed to be relevant to it. The ability to access elements from anywhere in the database of an installation and declare them relevant to a project, to allow sharing of media amongst several workstations, is a fundamental part of the structure of CleanEdit.

5.1.2 HIDING AND DISPLAYING THE PROJECT AREA

The project area can be hidden or displayed using the Auto Hide icon on the top right corner of the Project area.

When the Auto Hide icon is horizontal, the Auto Hide is on: the Project area is collapsed to a thin vertical bar and only opens when the mouse is placed onto the bar.

When the Auto Hide icon is vertical, the Auto Hide is off: The Project area is open in its minimum width.

If you want to extend it, move the mouse to the border between the Project area and Work area and left-click the mouse when the mouse cursor changes to .

If you want to extend it to the whole window, so that you can see information on the projects, media, edits and clips, move the mouse to the border between the Project area and Work area and right-click the mouse when the mouse cursor changes to .

To return to the normal display, place the mouse over the right hand edge of the window to see the mouse pointer change and drag the frame to the desired size or click with the right mouse button on it.

5.1.3 SELECTING ITEMS IN THE ZONES OF THE PROJECT AREA

The selection of items in the various zones of the Project area is done in the same way as in Windows® Explorer:

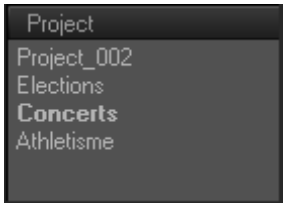
- Click on an item for a single selection
- Press

+ click on the items for a selection of multiple non-contiguous items.
- Press

+ click on the first and last item for a selection of multiple contiguous items.

5.2 PROJECT ZONE

5.2.1 INTRODUCTION



Each time users begin to edit a new body of material, they need to create a new project in which they will store all the elements to be used in that project. The projects are created and displayed in the Project zone.

This area will show all projects created by the user that has logged in. Other user's projects can only be shown in this area if they have been imported. For more information on importing a project, refer to the section 5.2.6 'Importing a Project', on page 42.

This section presents the various possible actions on a project, either accessible from the Project contextual menu or in another way.

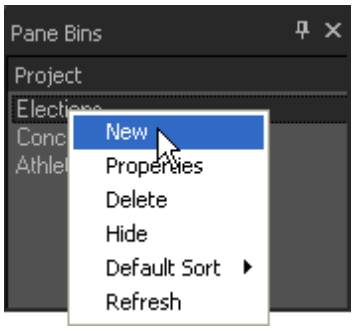
5.2.2 OPENING AN EXISTING PROJECT

To open an existing project, double-click its name in the Project zone list. When the project opens, the different elements associated to the project are displayed in the Media, Edit, and Clip zones of the Project area.

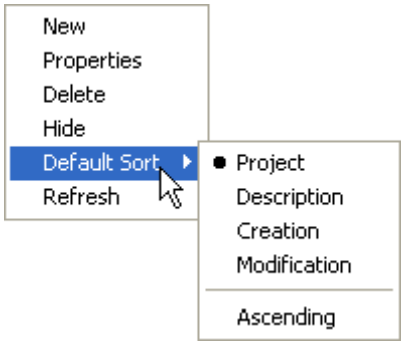
The name of an active (open) project is displayed in bold characters.

5.2.3 PROJECT CONTEXTUAL MENU

You can perform the main actions on a project via the Project contextual menu. You will access it by right-clicking on a project in the Project zone:



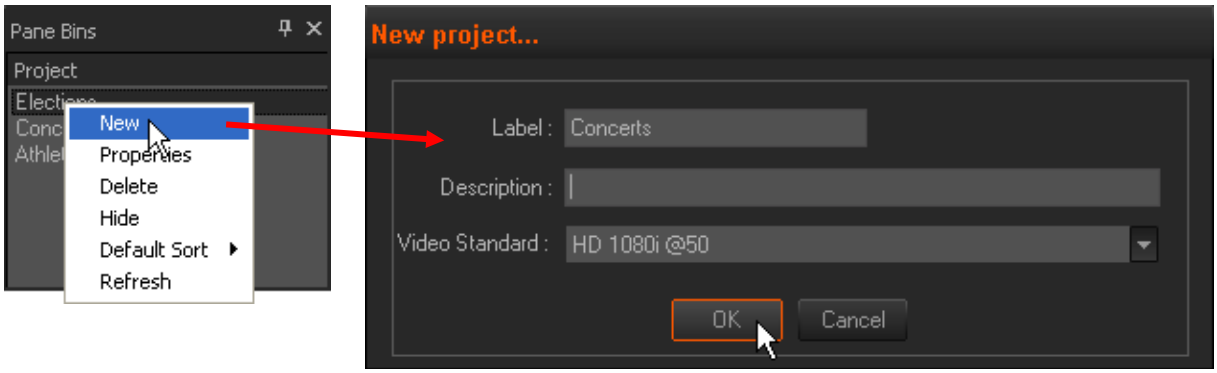
The following table shows an overview on the commands from the contextual menu:

Command	Description
New	Opens the New Project dialog box in which you can create a new project. See also the section 5.2.4 'Creating a New Project', on page 41.
Properties	Opens the Project Properties dialog box from which you can change the project name (label) or description. The video standard cannot be changed once the project has been created.
Delete	Deletes the project from the Project zone. A dialog box will ask for confirmation. The project will be deleted from the user's Project zone, but not from the database (it will be marked 'DELETED'). It can be restored in the Project Manager tab, by right-clicking the project row and selecting **Not Deleted** from the contextual menu.
Hide	Hides the project from the Project zone. This is useful when too many projects are displayed. A dialog box will ask for confirmation. The project will be hidden from the user's project zone, but is still available in the database (it will be marked 'HIDDEN'). You can display back a hidden project via the Project Manager tab, by right-clicking the project row and selecting **Not Hidden** from the contextual menu.
Default Sort	Allows the user to select how the projects are sorted in the Project zone among various sorting options. Each sorting option can be combined with an ascending or descending sort: 
Refresh	Refreshes the list of projects in the Project zone. This is relevant when projects are created automatically by the system or by other users.

5.2.4 CREATING A NEW PROJECT

Procedure

You can create a new project via the **New** command in the Project contextual menu. This opens the New Project dialog box in which you define and save the project characteristics. You need to specify a project name and video standard to be used in your project, then click **OK** to validate. The project characteristics are recorded in the database.



Project Default Values

By default, the following values are used:

- **Project name:** Project_XXXX where XXXX corresponds to an incremented number.

  The default name can be changed in Xedio Manager, Software > Parameter Profiles tool, in the Browser tab.

- **Video Standard:** at first use, the displayed default value is the one set in Xedio Manager. Afterwards, it will correspond to the last value selected by the user.

Project Video Standard

The video standard specifies the resolution and frequency that will be used for playing out or rendering the project. Once a project is created, you cannot modify the video standard.

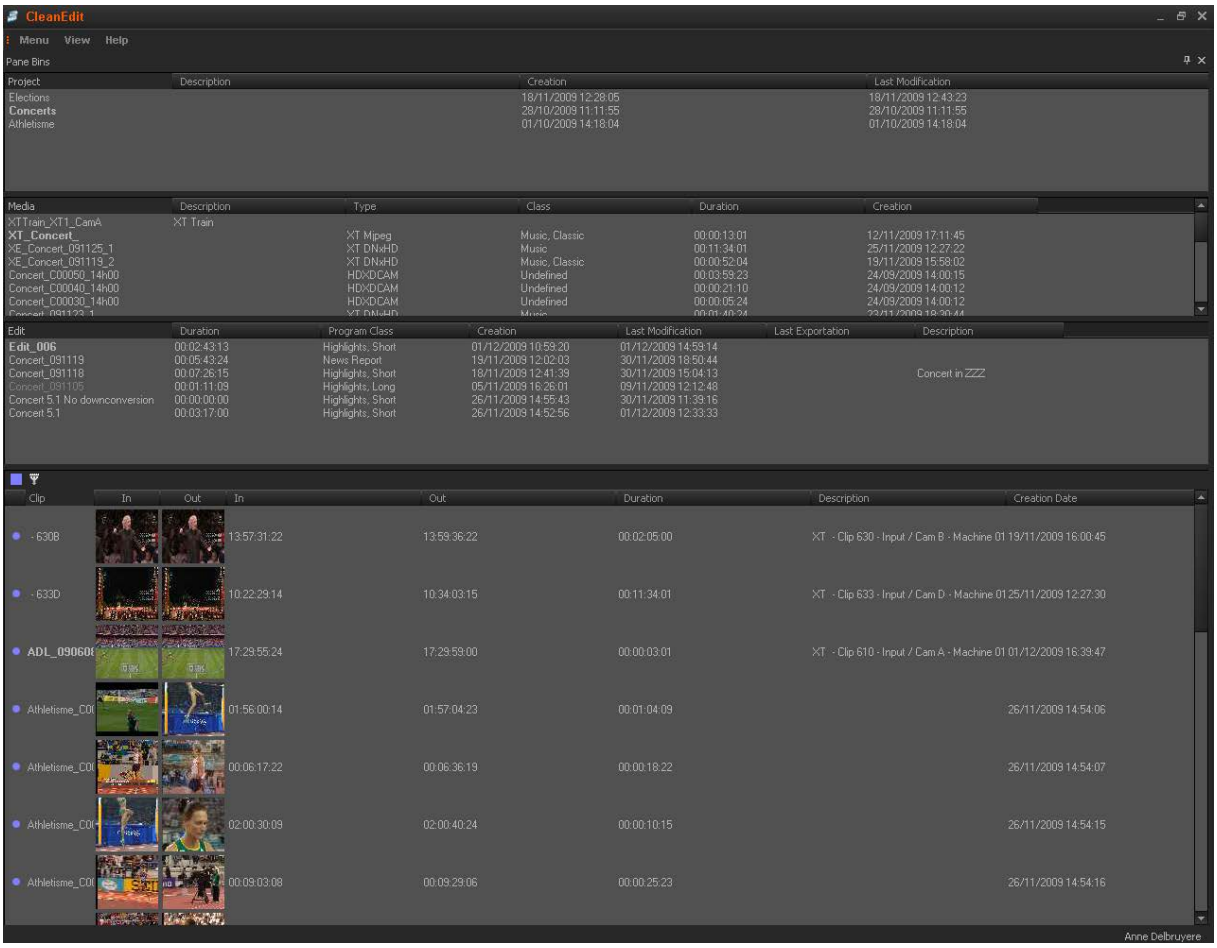
The default value for the project video standard is set in Xedio Manager in Software > Parameter Profiles > General > General tab: **Default Video Standard** field.

In a project you cannot add media with a frequency different from the project video standard.

But you can add media having any video standard, they will be converted to the project video standard.

5.2.5 VIEWING THE PROJECT DATA

By moving the mouse between the project and the work areas, the mouse pointer will change to . Clicking with the right mouse button will expand the Project area full screen, so that you can view information on the projects, media, edits and clips.



To return to the normal display, place the mouse over the right hand edge of the window to see the mouse pointer change and drag the frame to the desired size or click with the right mouse button on it.

5.2.6 IMPORTING A PROJECT

If you need to work on another user's project, you can import it from the Project Mgr area.

To import a project, select the project in the Project list of the Project Mgr area and drop it to the Project zone. The project will be copied and imported to your working environment, with all the associated media and edits.

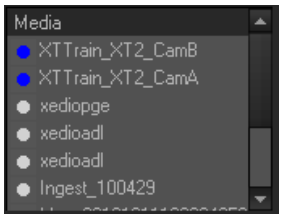
In some specific workflows, the users will be asked whether they want to copy the project, or become the project's owner. In the latter case, the user will work on the original project.

5.3 MEDIA ZONE

5.3.1 INTRODUCTION

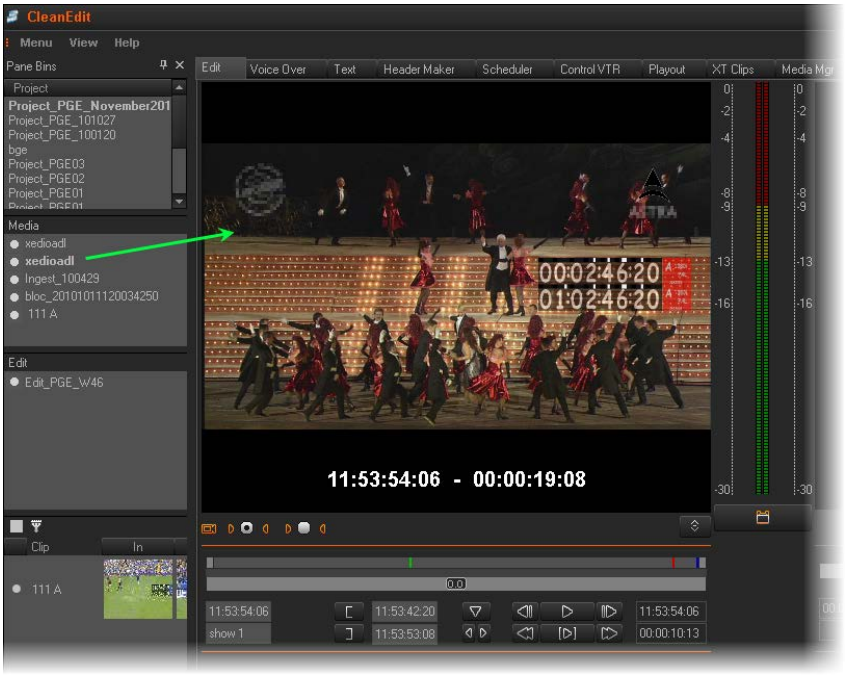
The Media zone contains the list of media relating to the project. Each media is placed in this area by dragging it from the Media Manager tab. For more information on this tab, refer to the section 4 'Searching for and Managing Media', on page 24.

This section presents the various possible actions on a media, either accessible from the Media contextual menu or in another way.



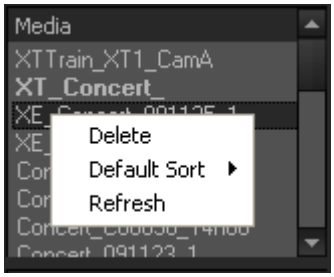
5.3.2 OPENING MEDIA IN THE PLAYER AREA

To view material available in the Media zone, you can load it to the Player of the Edit tab, by clicking the media name or by dragging the media onto the Player window:

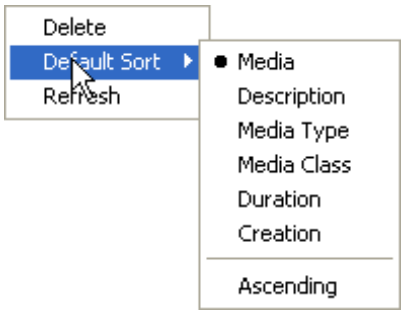


5.3.3 MEDIA CONTEXTUAL MENU

You can perform the main actions on media via the Media contextual menu. You will access it by right-clicking on a media in the Media zone:



The following table shows an overview on the commands from the contextual menu:

Command	Description
Delete	Deletes the media from the Media zone. A dialog box will ask for confirmation. The media will be deleted from the user's Media zone, but not from the database nor from the media server. You will still view it in the Media Manager tab and be able to drag it to the Media zone.
Default Sort	Allows the user to select how the media is sorted in the Media zone among various sorting options. Each sorting option can be combined with an ascending or descending sort: 
Refresh	Refreshes the list of media in the Media zone

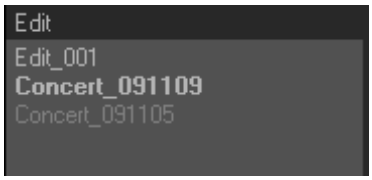
5.4 EDIT ZONE

5.4.1 INTRODUCTION

An edit is video and audio material assembled in a timeline, to which effects and several features may have been added, and that will be played out as a final subject.

The Edit zone contains the list of edits related to the current project.

The edits will be displayed differently depending on their status:



- An open edit is in bold characters.
- A closed edit is displayed in normal characters.
- An edit closed and set as 'Ready to broadcast' is displayed in dimmed characters.

  This section presents the various possible actions on an edit, either accessible from the Edit contextual menu, or in another way.

5.4.2 OPENING AN EXISTING EDIT

To open an existing edit, double-click on its name in the Edit zone.

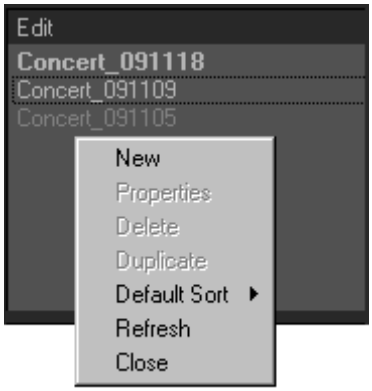
When an edit is active (open), its name is highlighted in bold characters and the Timeline area shows the edit. The timeline icons also become active.

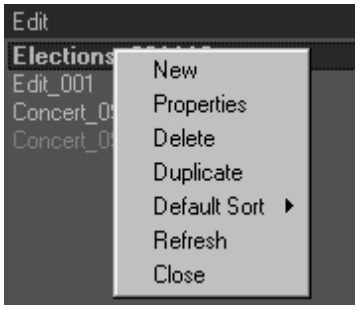
5.4.3 EDIT CONTEXTUAL MENU

You can manage your edits via the Edit contextual menu.

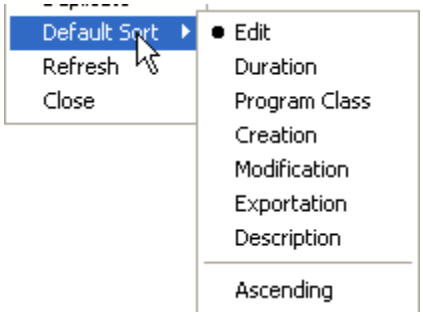
If you right click on the Edit zone, the contextual menu shows the commands applicable to all edits.

If you right click on a specific edit in the Edit zone, the contextual menu will also enable the commands applicable to the edit.





The following table shows an overview on the commands from the contextual menu:

Command	Description
New	Opens the New Edit window, from where you can create a new edit. For more information on the fields available in this window, refer to the section 5.4.4 'Creating an Edit', on page 47.
Properties	Opens the Edit Properties window, from where you can modify some properties of the edit. See also the section 5.4.4 'Creating an Edit', on page 47.
Delete	Deletes the edit from the Edit zone. A dialog box will ask for confirmation. Edits which have the R2B status (ready to broadcast) cannot be deleted. The edit will be deleted from the user's Edit zone, but not from the database. It can be restored in the Edit Manager tab, by right-clicking the edit row and selecting **Not Deleted** from the contextual menu.
Duplicate	Allows creating a duplicate of the selected edit. See also the section 5.4.5 'Duplicating an Edit', on page 50.
Default Sort	Allows the user to select how the edits are sorted in the Edit zone among various sorting options. Each sorting option can be combined with an ascending or descending sort: 
Make Local (XT/XS)	Allows the user to archive all XT/XS clips used in the edit to his local storage. When this option is selected, a confirmation

Command	Description
	(YES/NO) info window is displayed. This option is available only if the parameter **Allow to Backup XT/XS clip** is set to true in Xedio Manager (in Software > Parameter Profiles > CleanEdit > Cemediaimport).
Refresh	Refreshes the list of edits in the Edit zone.

5.4.4 CREATING AN EDIT

CREATION PROCEDURE

To create a new edit in an open project, proceed as follows:

1. Right-click in the Edit zone and select **New** from the contextual menu.

   This opens the New Edit window.

2. Fill in the fields in this window.

3. Click **OK**.

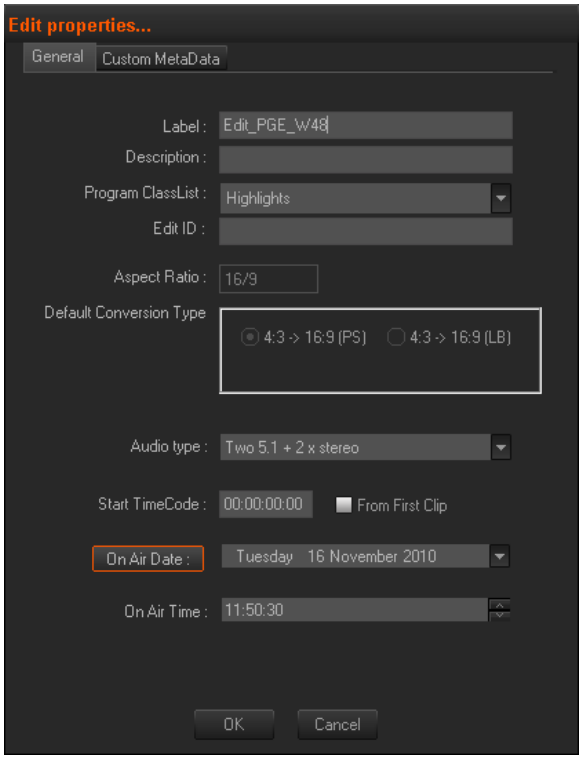
   The new edit will be created with the label and characteristics you have defined. Its characteristics are stored in the database.

NEW EDIT WINDOW

You need to specify the edit characteristics when you create the edit, via the New Edit window. You will find below a description of its fields.

The mandatory fields are filled in with default values. The values of some fields can still be modified when the edit has been created, in the Edit Properties window. This is specified in the field description.

General Tab



The following table describes the general characteristics that can be defined on an Edit.

Field	Description
Label (mandatory)	Name assigned to the edit. The default value for the label is Edit_XXX where XXX corresponds to an incremented number. The default name can be changed in Xedio Manager, Software > Parameter Profiles tool, in the Browser tab.
Description	Optional text to describe the edit.
Program ClassList	Category assigned to the edit. The value is selected from predefined classes to classify an edit as belonging to a particular group or edit type. The tree values and structure are defined in Tools > Program Class Manager tool, in Xedio Manager. Click the down arrow to display the classification tree and select the requested category.
Edit ID	Identifier for the edit can be entered or generated automatically to make it unique. If it is entered manually and it is already used, a warning message will appear. Two parameters Software > Parameter Profiles > (Xedio) CleanEdit > General tab in Xedio Manager (Read Only Edit ID, Automatic Edit ID Generation) make it possible to configure how the Edit ID field will be used

Field	Description
Aspect ratio	Default aspect ratio to be used for the edit. With HD video standards, the aspect ratio 16:9 is selected and cannot be modified in Xedio CleanEdit. This does not prevent from using a media with a different aspect ratio in the edit. With SD video standards, you can choose the aspect ratio between 4:3 and 16:9, and you can modify this as long as the edit is empty. The default value is specified in the Software parameters > General > General tab in Xedio Manager.
Default conversion type	When a conversion is performed on the media, this setting allows the user to define a preferred default from either letterbox[1] or pillarbox[2]/cropped (pan & scan[3]).
Audio type	Specifies the audio type for the edit. Possible values: All Stereo, One 5.1 + 5x stereo, Two 5.1 + 2x stereo. By default, All Stereo is selected. In case the Show Audio Matrix Button is not enabled in the Parameter Profiles of Xedio Manager, All Stereo will be the single option available.
Start TimeCode	Specifies the first timecode for the edit. The entered timecode is: • reflected on the timecode bar above the timeline, • stored in the database, • used for the playout and rendering process.
From First Clip	If this check box is ticked, the start timecode for the edit timeline will be the timecode of the first video frame inserted in the timeline. In this case, you cannot enter a Start Timecode manually as this field will be disabled.
On Air Date and On Air Time	Allows specifying a date and time when the edit is planned to be played out. The automatic restore process uses this information when the archive solution is part of the system.

[1] The letterbox effect occurs when film shot in a widescreen aspect ratio is transferred to standard-width video formats while preserving the film's original aspect ratio. The resulting image has black bars (mattes) above and below it.
[2] The pillarbox effect occurs in widescreen video displays when black bars (mattes or masking) are placed on the sides of the image. It becomes necessary when film or video was not originally designed for a widescreen display.
[3] Pan and scan is a method of adjusting widescreen film images so that they can be shown within the proportions of a standard definition 4:3 aspect ratio television screen, often cropping off the sides of the original widescreen image to focus on the composition's most important aspects. (Source: wikipedia)

Custom Metadata

If only a default metadata profile is defined for edits, the metadata fields of the default profile are displayed in this tab and can be filled in.

If several metadata profiles are associated to the edits in Xedio Manager (one default profile and one or more associated profiles), you first need to select the requested profile in the first row of the table. Then, the metadata fields linked to the selected profile will be displayed in the rows below and you will be able to fill in the metadata fields.

5.4.5 DUPLICATING AN EDIT

You can duplicate one of your edits using the **Duplicate** command in the Edit contextual menu. This opens a dialog box showing the properties of the duplicated edit and suggesting a name (the old name with the extension '_Duplicated'). Confirm the operation with the **OK** button.

You can also use the following keyboard shortcut

to create a duplicate for the edit that is currently loaded in the timeline.

Note
When you duplicate an edit, it is not possible to change the audio type of the duplicated edit.

5.4.6 COPYING AN EDIT

You can also copy an edit from the Edit Manager tab, whatever the user who created the edit. The result is the same as duplicating an edit, but you perform the action in a different way, and you can copy other user's edits.

If you want to copy an edit available in the Edit Manager tab, select the edit, drag it from the Edit Manager tab and drop it onto:

- the Edit zone of the Project area.

  In this case, the edit is added to the open project.

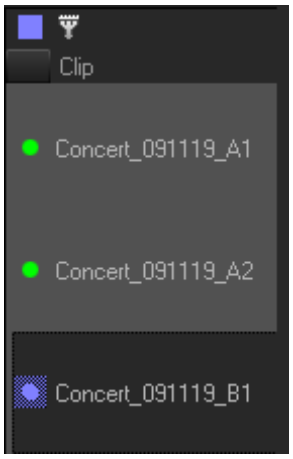
- any project name in the Project zone of the Project area.

  In this case, it will be added to the project on which you have dropped the edit.

5.5 CLIP ZONE

5.5.1 INTRODUCTION

The Clip zone is mainly used to store clips in preparation for edits.



It contains the list of clips made in one of the following ways:

- by selecting sections of material from the Player on the Edit tab and dragging them to the timeline.
- by selecting sections of material from the Player of the Media Manager tab and dragging them to the timeline.
- by dragging the clips from the Media Importer, EVS Server tab directly into the Clip zone.

The clips shown are all relevant to the project open in the Project zone.

Note:

For more information on making clips and placing them on the timeline or in the Clip zone, refer to the sections 7.3 'Placing Clips onto the Timeline', on page 107.

5.5.2 VIEWING CLIPS

To view the clip material, you can load the clip onto the Player of the Edit tab:

- by double-clicking the clip name
- by dragging the clip name onto the Player window

5.5.3 ADDING CLIPS

You can add clips to the clip zone in several ways:

- Drag the media from the Player to the Clip zone. The material defined between the IN and OUT points, or mark IN and mark OUT points when defined, will be added to the Clip zone.
- Drag a media from the Media Mgr into the Clip zone.
- Select several clips in the edit from different timeline tracks and drop them in the clip bin: this will create only one clip.

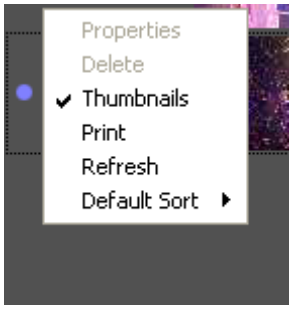
  This action is possible only if the selected video and audio edit clips access the same media with the same timecodes.

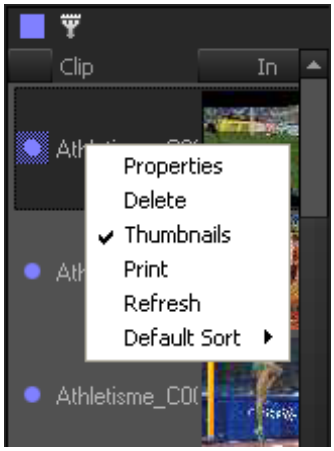
5.5.4 CLIP CONTEXTUAL MENU

You can manage your clips via the Clips contextual menu.

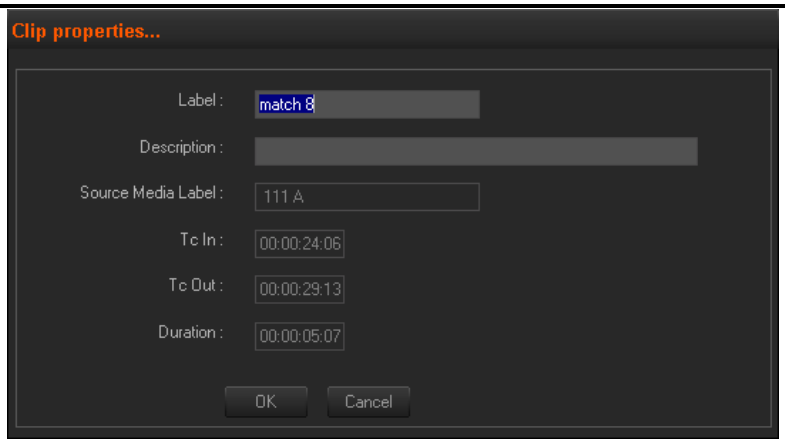
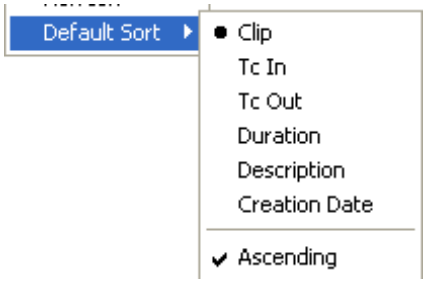
If you right click on the Clips zone, the contextual menu shows the commands applicable to all clips.

If you right click on a specific clip in the Clips zone, the contextual menu will also enable the commands applicable to the clip.





Command	Description
Properties	Opens the Clips Properties window, from where you can modify the clip label and description and get information on other clip parameters:

Command	Description
	
Delete	Deletes the clip from the Clip zone. A dialog box will ask for confirmation. The original media is not deleted from the database. Once deleted, a clip cannot be recovered as the edits can be.
Thumbnails	Allows the user to display or hide the clip thumbnails showing the IN and OUT frames in the Clip zone.
Print	Opens a dialog to print the clip details. If the workstation has been set up and connected to a printer, a list can be printed.
Refresh	Refreshes the list of clips in the Clip zone.
Default Sort	Allows the user to select how the clips are sorted in the Clip zone among various sorting options. Each sorting option can be combined with an ascending or descending sort: 

5.5.5 Assigning Colors to Clips and Filtering on Colors

Above the clip list, the **Colored Square** icon and the **Filter** icon allow you to assign colors to the clips and filter them based on the clip colors.

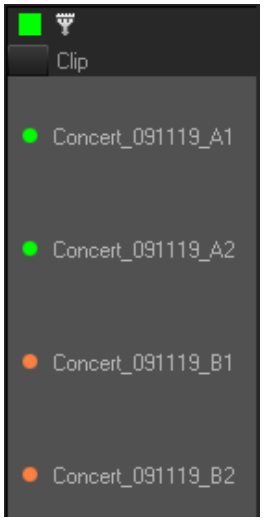
How to Assign a Color to New Clips

To activate a color to be assigned to clips, proceed as follows:

1. Click the **Colored Square** icon to open the Color dialog box.
2. Select a color you want to assign to new clips and click **OK**.

The **Colored Square** icon will change to the selected color

From then onwards, the bullet in front of the new clips placed in the Clip zone will inherit the active color.



How to Change the Color Assigned to Existing Clips

To change the color assigned to clips, proceed as follows:

1. Activate the color you want to assign using the **Colored Square** icon and the Color dialog box.
2. Select the clips for which you want to change the color.
3. Simultaneously press CTRL and click the **Colored Square** icon.

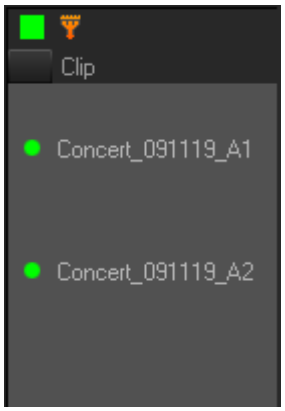
The active color will be assigned to the selected clips.

How to Filter Clips Based on Colors

To filter clips to which a given color is assigned, proceed as follows:

1. Activate the color on which to filter using the **Colored Square** icon and the Color dialog box.
2. Click the **Filter** icon to activate the filter

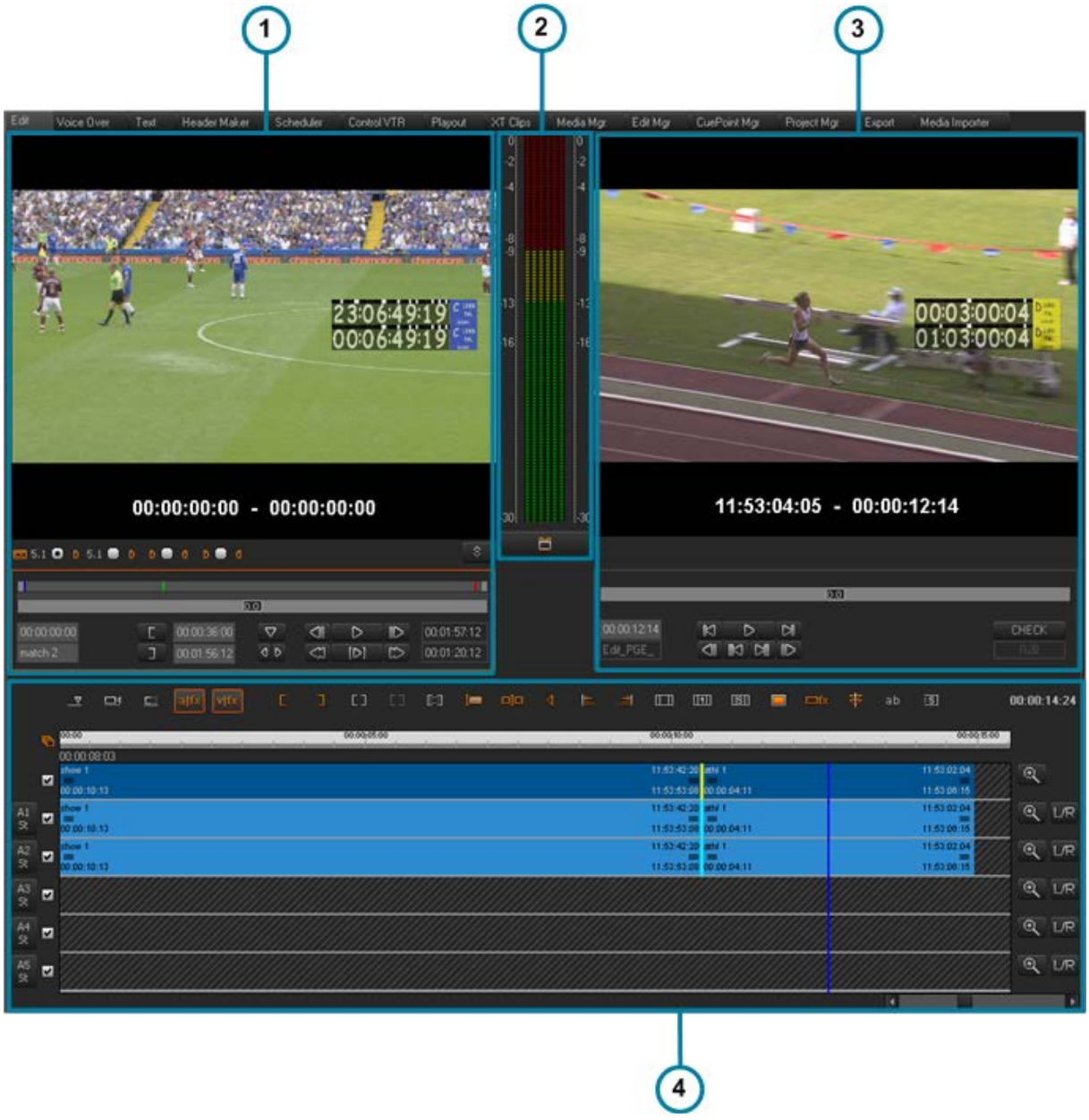
The filter icon will turn orange and the clip list will be limited to the clips corresponding to the selected color.



6. Main Workspace for Editing

6.1 EDIT TAB OVERVIEW

The Edit tab is the main workspace for working and finalizing an edit. Clips and edits are created in this tab. It consists of four areas, highlighted in the screenshot below:



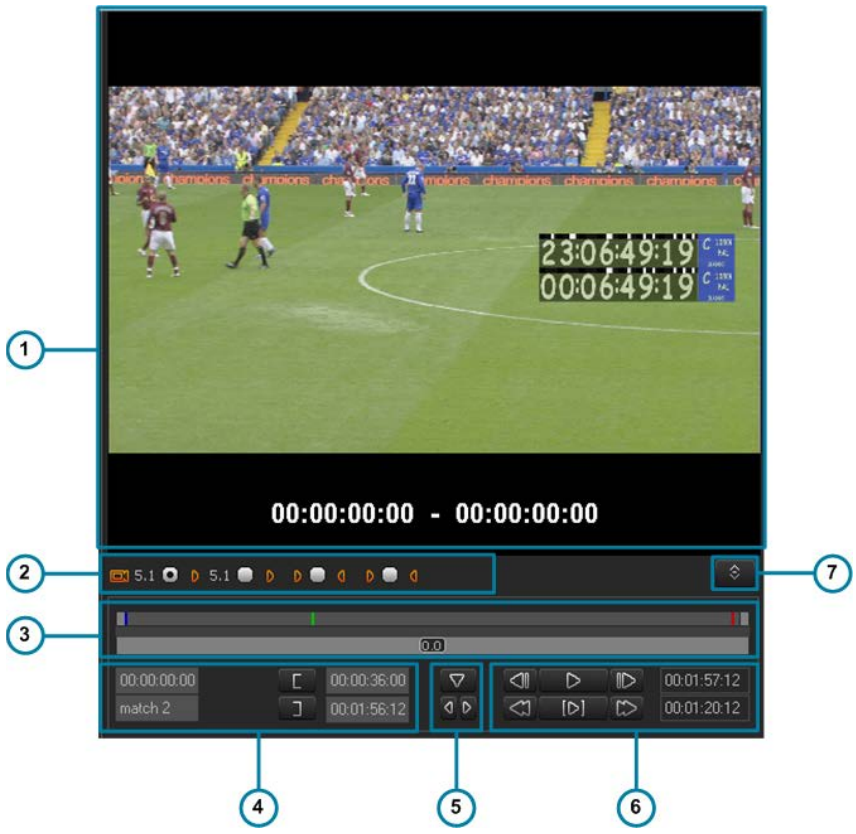
Area Number	Area Name
1.	Player area See section 6.2 'Player Area' on page 57.
2.	Audio Meters area and Trim area See section 6.4 'Audio Meters / Trim Area' on page 81.
3.	Recorder area See section 6.3 'Recorder Area' on page 75.
4.	Timeline area See section 6.5 'Timeline Area' on page 83.

6.2 PLAYER AREA

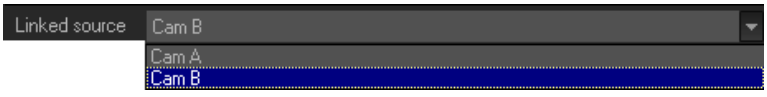
6.2.1 OVERVIEW

The Player is used to load and browse media on the Edit tab, create clips to place onto the timeline or to drag to the clip list area. All types of media and clips can be played in the Player: video, audio or stills.

The screenshot below highlights the various zones in the Player:



The following table briefly describes the various zones on the Player area and refers to the section where the fields are detailed.

Area		Description
1.	Video Display	It displays the video material loaded on the Player. Parameters related to the display are available via a contextual menu. See also the section 6.2.4 'Adjusting the Player Video Display' on page 59.
2.	Track Selection Buttons	They allow the user to select the tracks to be taken into account when the loaded material is added to the timeline. See also the section 6.2.8 'Selecting the Tracks to be Added to the Timeline', on page 68.
3.	Jog and Media Bar	They allow the user to navigate in the loaded material, to place IN, OUT and nowline points, as well as to modify the playback speed of the material. See also the sections 'Jog', 'Media Bar' and 'Nowline, Mark IN and Mark OUT' from page 64.
4.	Clip Creation Fields	They are used to create new clips, and get the exact timecode of the nowline, IN and OUT points. See also the section 6.2.7 'Creating and Working with Clips in the Player', on page 65.
5.	Log Buttons	The logs make it possible to add reference points to easily identify positions of interest in the loaded media. See also the section 6.2.9 'Adding Logs to the Media Loaded on the Player Area', on page 72.
6.	Transport Control Buttons	They are used to play back the loaded media. See also the section 'Transport Controls', on page 61.
7.	Server Recorder Selection	The button acts as a toggle switch between the Track Selection buttons and the camera selection list  Several cases can occur: • If a record train of an EVS Video Server is loaded, this allows the user to load another record train on the given server. • If a clip belonging to a group of linked clips is loaded (for example, clips created with ganged channels in IPDirector), the list displays the various camera angles and allows the user to select a clip linked to the one

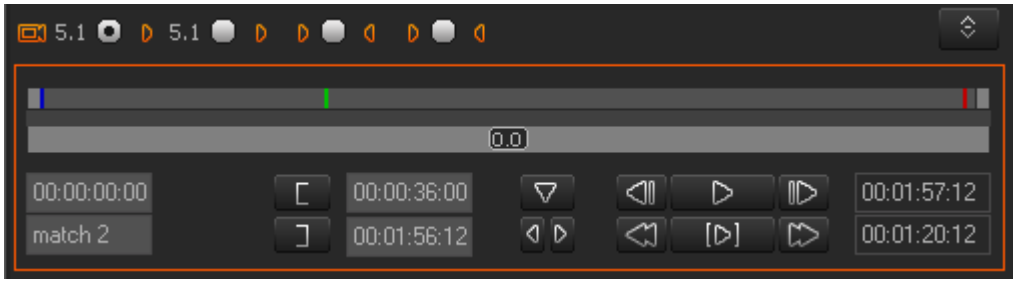
Area	Description
	loaded. • If an individual clip is loaded, only its recorder channel is available. If a media ingested from an encoder is loaded, the button is not available.

You can access the various commands of the Player area, either using the buttons on the user interface, or dedicated keyboard shortcuts (which are assigned in Xedio Manager).

6.2.2 ACTIVATING THE PLAYER AREA

To be able to use the Player and the various commands it features, you need to activate it. To activate the Player, click on the Player area or press [on the keyboard. When you drag a media to the Player, it is directly activated.

An orange rectangle displayed around the Player commands indicates that the Player area is active:



6.2.3 MAKING THE PLAYER AREA FULL SCREEN

To view the Player area as a full-screen image, press 9 on the keyboard.

Press the shortcut key again to revert to the normal display.

6.2.4 ADJUSTING THE PLAYER VIDEO DISPLAY

You can adjust the Player video display via a contextual menu. You call the contextual menu by right-clicking the Video Display zone on the Player area.

It gives the following display options for the video:

Field	Description
Show Timecode	This option offers different choices to display timecode on the player window. If the loaded material is a file:

Field	Description
	• none – does not display any timecode • intra TC – displays the original timecode of the media • start TC - displays a counter starting with 0 at the first frame of the media • both (Intra TC – Start TC) – displays both the counter and original timecode If the loaded material is the record train of an EVS Video Server (not applicable to the Recorder Video Display): • none – does not display any timecode • intra TC (TOD) – provides a sub-menu with two options: Timecode, Timecode and Date.
Aspect Ratio	Offers a choice of aspect ratios for the display, either Auto, 4:3 or 16:9. This is also possible to use the following shortcuts: • + to toggle between 4:3 and 16:9 • + to reset the display to 'Auto'
Show SafeAreas	Displays a safe area cage on the window to determine which areas of the picture will be seen and allow for checking the size of graphics within the media for safe display.
Grab Image	Grabs the current image, either in low resolution or in high resolution. The default folder (C:\) where the grab is stored is defined in Xedio Manager > Software > Parameter Profiles > General Settings. (not applicable to the Recorder Video Display)

6.2.5 LOADING MEDIA ONTO THE PLAYER AREA

When you want to load and view a media or a clip available in the project onto the Player area, you can:

- double-click the requested media or clip
- drag the media or clip onto the Player area
- Select two clips in the edit from different timeline tracks and drop them in the Player to access to a media and select the correct audio tracks. This is possible only if video and audio edit clip access the same media with the same timecodes.

The media will be loaded onto the Player and the transport control commands will become available.

6.2.6 MOVING WITHIN MEDIA LOADED ON THE PLAYER AREA

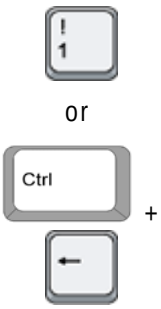
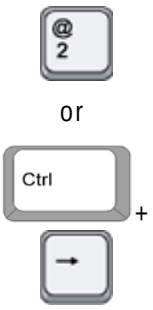
TRANSPORT CONTROLS

The following table shows an overview on the various transport control commands in the Player.

The table lists the most used commands when they can only be accessed via a shortcut key. For a full list of commands activated via a shortcut key, refer to the appendix Appendix 2 – Keyboard Shortcuts, on page 228 to this user manual for the default settings.

Note:
The user can define the keyboard shortcuts in Xedio Manager to perform transport control commands. The keys mentioned below are the default settings.

Field/Icon	Keyboard Shortcut	Function Name and Description
	(space bar)	**Play/Stop** Start/stops the preview (video and/or audio) of a clip or rush. The button changes to a **Stop** icon when the media is being played.
	-	**'Near Live' Play Mode** Launches the preview at the end of a rush while digitizing.
-		**Go to IN** Moves from the current position to the Mark IN point.
-		**Go to OUT** Moves from the current position to the Mark OUT point.
		Fast Forward Plays the media forward at a preset fast speed. The button changes to a **Stop** icon when the media is being played forward.
	-	**Fast Forward (with modified speed)** Changes the preset speed to higher speed value. The speeds are set in Xedio Manager.

Field/Icon	Keyboard Shortcut	Function Name and Description
		Fast Rewind Plays the media backward at a preset fast speed. The button changes to a **Stop** icon when the media is being played backward.
		Fast Rewind (with modified speed) Changes the preset speed to higher speed value. The speeds are set in Xedio Manager.
		Previous Frame Moves 1 frame before the current position in Pause mode.
		Next Frame Moves 1 frame after the current position in Pause mode.
-		**Previous 10 Frames** Moves 10 frames before the current position in Pause mode.
-		**Next 10 Frames** Moves 10 frames after the current position in Pause mode.
		Playing a clip from mark IN to mark OUT

Field/Icon	Keyboard Shortcut	Function Name and Description
-	Ctrl + % 5	Playing a clip in loop from mark IN to mark OUT

New!

The J, K and L keyboard shortcuts are used to navigate (in a combination of shuttle and scrub at the same time) backwards and forwards in A/V content.

This table lists their different uses.

Keyboard Shortcut	Function Description
J	Shuttles/scrubs backward at twice the real time speed. Pressing repeatedly the key will increase the shuttling/scrubbing speed in a loop: x2, x3, x5, x8 and then back to x2.
	Note If another key is pressed between the repetitions, the shuttle/scrub speed is reset. J
K	Stops the preview of the A/V content.
L	Shuttles/scrubs backward at twice the real time speed. Pressing repeatedly the key will increase the shuttling/scrubbing speed in a loop: x2, x3, x5, x8 and then back to x2.
	Note If another key is pressed between the repetitions, the shuttle/scrub speed is reset. L
Hold K + tap J	Steps backward 1 frame at a time.
Hold K + tap L	Steps forward 1 frame at a time.
Hold K + hold J	Plays backward at 33% of the real time speed.
Hold K + hold L	Plays forward at 33% of the real time speed.

JOG

Dragging the jog bar allows you to move within the media at a variable speed depending on:

- the position of the speed indicator
- the speed range covered by the jog area. The default range is set from -200% to +200%. This is set in Xedio Manager.

Audio can be heard when using the jog.

MEDIA BAR

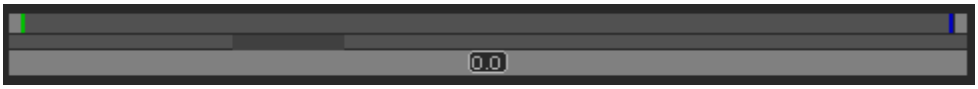
The top area on the bar represents the media, or a portion of it, currently loaded on the Player. The mark IN, mark OUT and nowline are displayed on this top area (See the section 'Nowline, Mark IN and Mark OUT' on page 65).

The middle area includes a dark grey zone. This zone shows the portion of the media out of the whole media included in the top area and the position in the whole media:

- When a media has just been loaded, the top area represents the whole media: The dark grey area covers the whole space in the middle area.

- If you position the mouse on the middle area and rotate the mouse wheel up or down, you respectively enlarge or reduce the dark grey area, hence increasing or reducing the portion of the media included in the top area.
- If you click on the dark grey area and drag it, you shift the portion of media included in the top area.

- When a mark IN and mark OUT are defined, double-clicking on the dark grey area will toggle the portion covered by the top area from the entire media length to the clip length (portion between mark IN and mark OUT).



NOWLINE, MARK IN AND MARK OUT

Three positions can be defined in the media bar:

- An IN point marked on the media is shown as a green line.

  To add a mark IN, click at the requested position on the media bar and click the Mark IN icon .

- An OUT point marked on the media is shown as a red line.

  To add a mark OUT, click at the requested position on the media bar and click the Mark OUT icon .

- The nowline, that is to say the current position within the media, is shown as a blue line.

  To place the nowline at a given position, simply click at the requested position on the media bar.

To move their position, click on them with the mouse and drag them to the desired position.

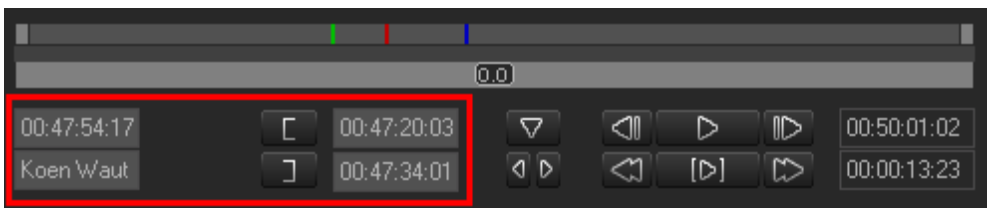
When the media is being played, the nowline moves along the top area of the media bar. If the portion of the top area covers only a part of the media, the nowline may disappear. In this case, a red indicator, on the left side or on the right side of the Media bar will be displayed. A click on the vertical indicator (on the left or right side) will re-centre the top area to the nowline.

6.2.7 CREATING AND WORKING WITH CLIPS IN THE PLAYER

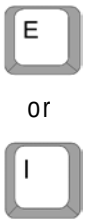
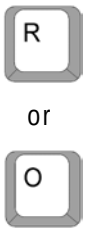
When you have defined the portion of the media you want to place into the timeline, you can create a clip out of it and either store it in the Clip zone in the Project area and/or place it directly in the timeline.

To create a clip, you will mainly use the Clip Creation buttons available in the Player area. These buttons are described in the section below.

CLIP CREATION FIELDS



The following table describes the various fields that are used to create clips:

Field/Button	Keyboard Shortcut	Function Name and Description
		**Mark IN** Sets a mark IN point at the nowline position on the media bar: • A timecode value is added in **Mark IN TC** field. • A [sign is shown on the video display • A green mark is added at this timecode on the media bar.
		**Mark OUT** Sets a mark OUT point at the nowline position on the media bar: • the timecode value is added in **Mark OUT TC** field. • A] sign is shown on the video display • A red mark is added at this timecode on the media bar.
		Clip Name Field where the clip name can be entered.
		Mark IN TC Timecode of the Mark IN defined on the loaded media.
		Mark OUT TC Timecode of the Mark OUT defined on the loaded media.
		Nowline TC Timecode of the nowline defined on the loaded media.

To move the mark IN, mark OUT or nowline to a given TC, type the timecode in the corresponding field and press ENTER.

You can edit hours, minutes, seconds or frames separately in the timecode fields:

- Double-click on the hours, minutes, seconds or frames area, and the corresponding area will be activated for editing.
- Simple-click in the timecode field, the cursor should blink on the right and you can type the full timecode value

HOW TO MAKE A CLIP

Using the transport controls listed above, you can create a clip as follows:

1. Select the requested media from the Media zone and double-click on it or drag it to the Player area. It will open in the Player.
2. Play the media using the transport control commands described on page 61.
3. Position the nowline at the requested position for the Mark IN point and click the Mark IN button .
4. Position the nowline at the requested position for the Mark OUT point and click the Mark OUT button .
5. Enter a name in the Clip Name field.
6. To save the clip, drag it to Clip zone.

It can then be placed later on in the timeline.

HOW TO MODIFY A CLIP

To modify a clip, proceed as follows:

1. Select a clip in the Clip zone and drag it to the Player area.
2. Redefine the mark IN and mark OUT in one of the following ways:
   a. Set a new mark IN and/or mark OUT using the nowline and the and buttons. The old mark IN/OUT will be removed.
   b. Drag the mark IN and/or mark OUT to the new position in the Media bar.
3. Do one of the following,
   a. To save the clip as a new clip in the Clip zone, drag the picture from the Player area to the Clip zone of the Project area.
   b. To save the clip and replace the modified one, press CTRL while dragging the picture from the Player area to the Clip zone, onto the clip to be replaced.

6.2.8 SELECTING THE TRACKS TO BE ADDED TO THE TIMELINE

16 CHANNELS IN STEREO AND/OR 5.1

The Xedio Suite can manage the reading, the editing and the export of files with up to 16 audio channels, grouped in stereo pairs and/or 5.1 groups.

Audio Channel Assignment

The audio channel assignment of the source files depends on how the source material has been included into Xedio, and on the audio track assignment defined when the source material has been imported:

Source material	Audio Channel Assignment of the A/V material based on…
Media imported from Media Importer	… the **Default Input Audio Track Assignment** setting defined in Xedio Manager: via Software > Parameter Profiles > General > Audio tab. The user can modify the default assignment before importing the A/V material in Media Importer, via the Setup, Audio Channels Assignment tab. **Note** Once the audio track assignment has been defined in Xedio Importer or AutoFile Importer, these values will be used instead of the default ones on the workstation.
Media ingested from a Xedio encoder	… the audio channels defined for the given channel of the physical encoder. This is defined in Xedio Manager, via Encoders > Physical Manager > Encoder Channel Profile.
Clip imported from an EVS server	… the **Default XT Input Audio Track Assignment** setting defined in Xedio Manager: via Software > Parameter Profiles > General > Audio tab. The user can modify the default assignment before importing the A/V material in Media Importer, via the Setup, Audio Channels Assignment tab. **Note** Once the audio track assignment has been defined in Xedio Importer or AutoFile Importer, these values will be used instead of the default ones on the workstation.
Record train of an EVS server loaded via the direct access in CleanEdit	… the audio type defined in the EVS server application launched.

Possible Audio Configurations

The possible audio configurations are:

- up to 8 stereo pairs
- up to 5 stereo pairs and one 5.1 group
- up to 2 stereo pairs and two 5.1 groups.

Within the general settings of Xedio Manager, you need to check the **Enable 5.1 management** parameter to allow the management of 5.1 tracks in the Xedio Suite.

When encoders ingest media, they only use stereo tracks.

When importing files with 2, 4, 8 or 16 audio channels, the assignment must follow the default parameters set in the database, as explained in section 'Audio Channel Assignment'. In case the default assignments cannot be applied, all audio tracks will be considered as stereo pairs.

The A/V content of each media is displayed in the A/V Contents column of the Media Mgr tab. For each edit, it is displayed in the Audio Type column of the Edit Mgr tab.

Note:

The output of 16 audio channels is managed through a multi-channel audio board. To make sure that Xedio can use this audio board, you need to manually change the audio board assignment in the Control Panel of Windows (Sounds and Audio devices properties > Playback and Recording options).

TRACK SELECTION FOR CLIPS AND MONITORING

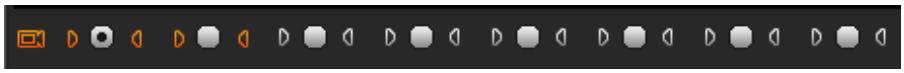
Overview

All the available audio sources from a media are displayed below the Player.

A stereo track is represented by .

A 5.1 track is represented by

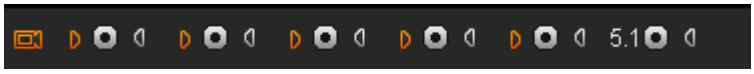
In stereo mode, up to 8 tracks appear as follows:

 (8 stereo)

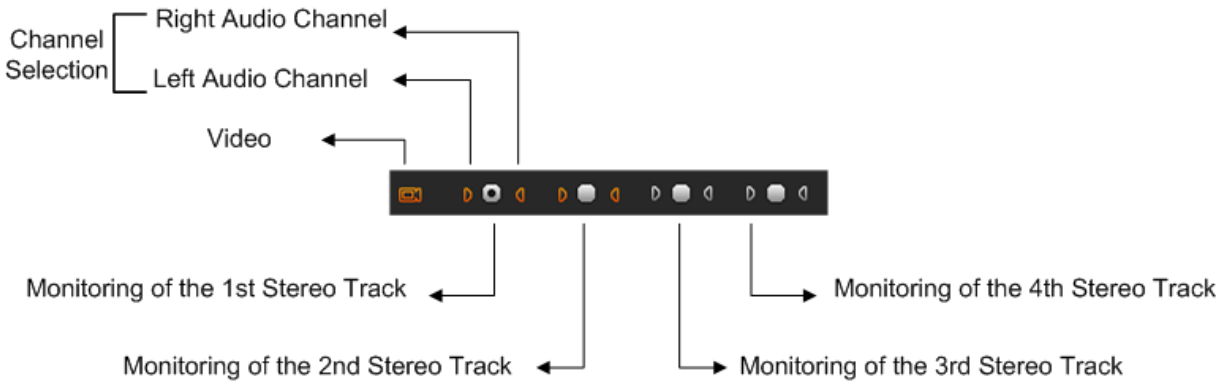
(4 stereo)

In 5.1 and stereo mode, up to 16 channels can be shown as follows:

(two 5.1 tracks and two stereo tracks)

 (one 5.1 track and six stereo tracks)

When you create a clip to be placed on a timeline, you need to select the video and requested audio tracks using the buttons underneath the Video Display zone:


Channel Selection
Right Audio Channel
Left Audio Channel
Video
Monitoring of the 1st Stereo Track
Monitoring of the 2nd Stereo Track
Monitoring of the 3rd Stereo Track
Monitoring of the 4th Stereo Track

Video and Audio Selection

The video and audio selection is taken into account when you drag a clip from the player to the timeline:

Clicking on the Video button will remove the video from the Player window and disable it so that the clip made has no video, the displayed button will turn to white.

Clicking on the left or right triangle of an audio stereo track will disable respectively the left or right channel of the corresponding audio track. The displayed button will turn to white.

A 5.1 audio track is disabled by clicking the loudspeaker button on the right of the radio button

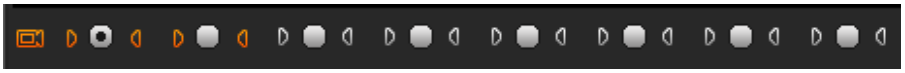
The table summarizes how the buttons look like depending on the selection:

	Enabled	Disabled
Video		
Audio		

Audio Monitoring Selection

The radio buttons between each pair of stereo audio channel buttons or next to a 5.1 audio channel button allow the selection of one audio track for monitoring:

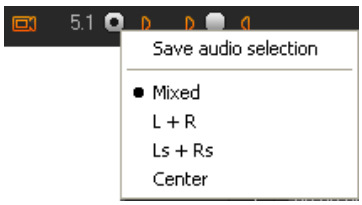
- In stereo mode: the first radio button for channels 1 and 2, the second radio button for channels 3 and 4, the third radio button for channels 5 and 6, and so on until channels 15 and 16.



- In 5.1 and Stereo mode: in the example, combining two 5.1 tracks and 2 stereo tracks, the first radio button selects channels 1 to 6, the second radio button selects channels 7 to 12, the third radio button selects channels 13 and 14 and the fourth radio button selects channels 15 and 16.

Audio meters located on the right side of the Video Display represent the monitored track. Refer to section 6.4 'Audio Meters / Trim Area' on page 81.

Note:
When you right-click on a 5.1 radio button, a popup menu appears in which you can select the 5.1 components that should be monitored on the left and right channels. You can choose between the following options: Mixed, L+R, Ls+Rs or Center (output on L+R speakers).



Examples

If a clip has to be created without audio for the channels 1 and 2, disable the 2 buttons of those channels:

Clicking on the left audio button will remove the left audio component from the source so that the clip made has no left audio channel. In this case, the right channel will be output on the left and right.

Clicking in addition on the right audio button will remove the right audio component so that the clip made has no right audio channel.

6.2.9 ADDING LOGS TO THE MEDIA LOADED ON THE PLAYER AREA

DEFINITION

The logs are reference points that can be placed wherever needed on the media loaded on the Player. Their purpose is to mark points of interest on the media and to facilitate rapid movement between them. The logs are managed with the following buttons:

INTERNAL AND EXTERNAL LOGS

A distinction can be drawn between internal and external logs.

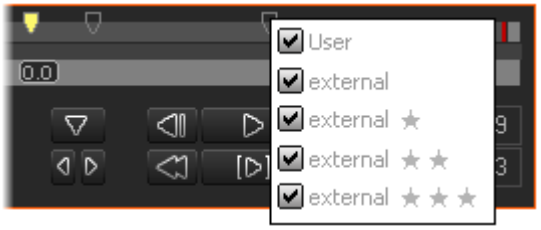
The **internal logs** are placed by the user on the media loaded on the Player.

They are displayed on the media bar as yellow triangles.

The **external logs** correspond to logs created in and imported from IPDirector, if the installation is properly set up. An interest ranking is assigned to them.

They are displayed on the media bar as transparent triangles.

When you right-click on a log on a media bar where the two types of logs are displayed, a contextual menu appears and let you select the logs that should appear:



ADDING A LOG

To add a log on the media, place the nowline at the requested position on the media and click the **Add Log** button . The log is added on the media as a yellow triangle on the video frame.

Moving Between Logs

To move to the log position on the left of the nowline, click the **Left Log** button .

To move to the log position on the right of the nowline, click the **Right Log** button .

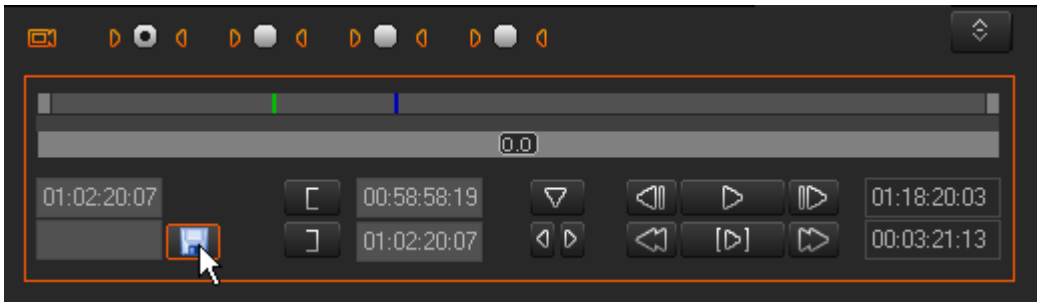
Removing a Log

To remove a log, move to the log to be removed using the or buttons. Then, click the **Add Log** button simultaneously with the CTRL key on the keyboard.

6.2.10 Creating a Clip on an EVS Video Server from the Player Area

General Process

When the media loaded on the Player area is a record train from an EVS Server, you can save the created clip on the EVS Server and in the Xedio database at the same time. To do this, you will click the **Save** button next to the **Clip Name** field once you have defined your mark IN and mark OUT:

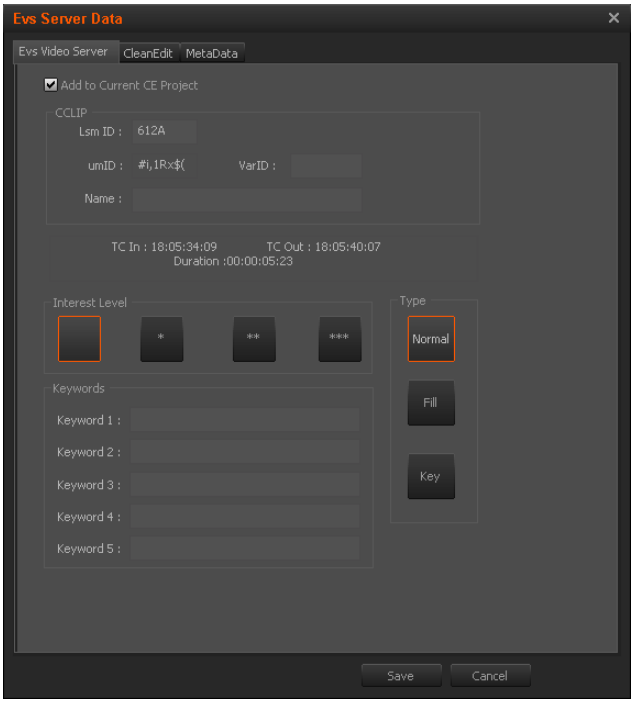


This will open the EVS Server Data window in which you can specify the necessary information to save the clip on the EVS Server and on the Xedio database.

EVS Server Data Window

EVS Video Server Tab

In the EVS Server Data window, the EVS Video Server tab allows you to specify the clip name, IDs, ranking, type and keywords as it will be saved on the EVS Video Server.

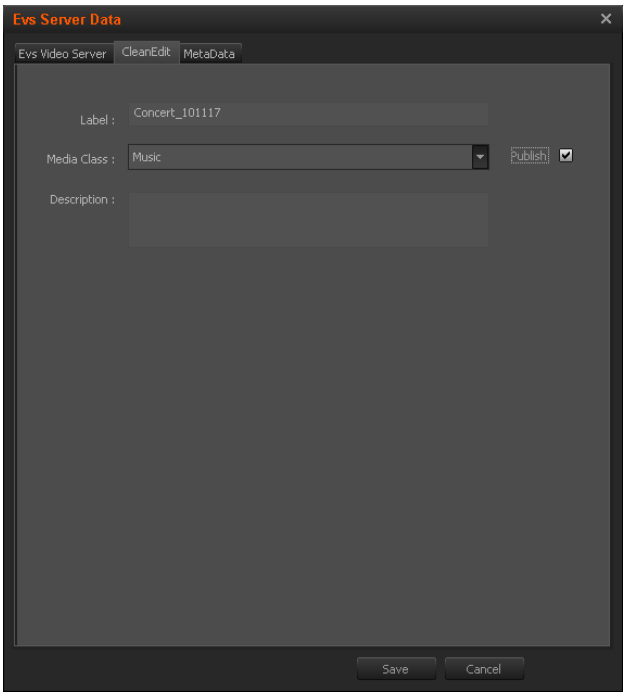


The LSM ID field is the only mandatory in this tab.

You need to select the **Add to Current CE Project** option if you want the clip to be added to the project in the Clip zone, once the clip has been saved.

CleanEdit Tab

In the EVS Server Data window, the CleanEdit tab allows you to specify the clip label (name), media class and description as it will be saved in the Xedio database.



The label and Media Class fields are mandatory fields.

You need to select the **Publish** option if you want to have access to the clip in CleanEdit.

Metadata Tab

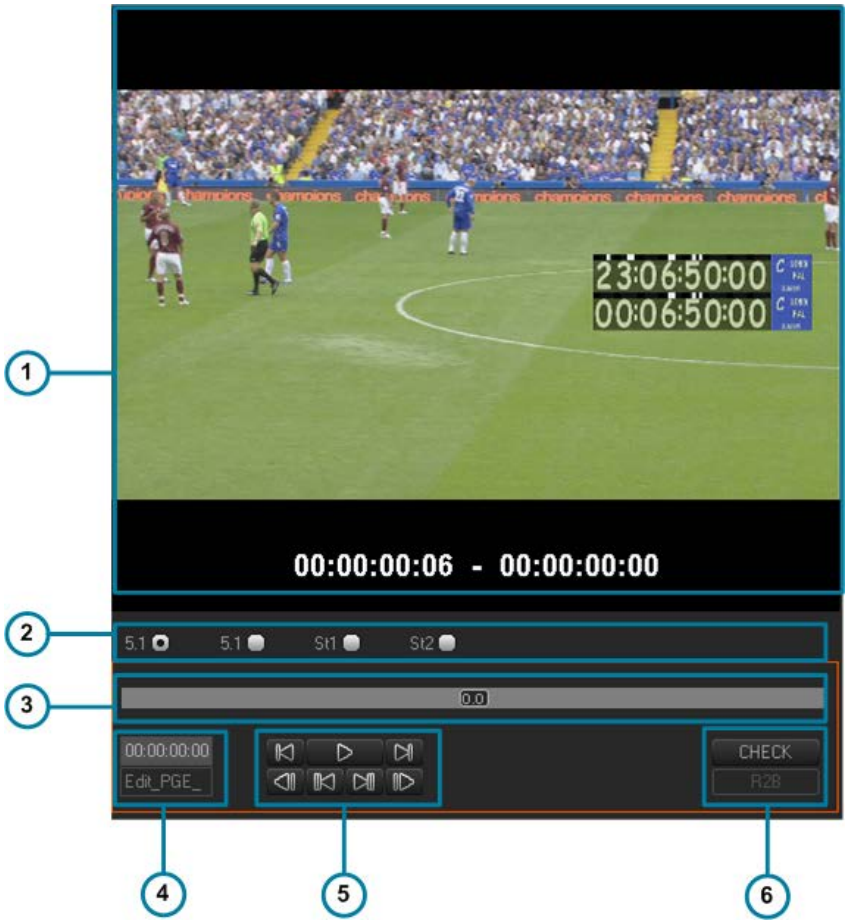
In the EVS Server Data window, the Metadata tab allows you to specify the metadata for the clip. This metadata will be stored in the Xedio database.

6.3 RECORDER AREA

6.3.1 OVERVIEW

The Recorder area allows you to preview edits and to browse through the timeline. The commands on the Recorder area are only available when an edit is open. The Recorder area interacts with the timeline as the two areas are different representations of the same edit. The timeline provides a graphical representation and the recorder, a visual area to actually view the media represented on the timeline.

The screenshot below highlights the various zones in the Recorder:



The following table briefly describes the various zones on the Recorder area and refers to the section where the fields are detailed.

Area		Description
1.	Video Display	It displays the video material loaded on the Timeline. Parameters related to the display are available via a contextual menu. See also the section 6.2.4 'Adjusting the Player Video Display' on page 59.

Area		Description
2.	Track Monitoring Buttons	They reflect the audio type and tracks of the loaded edit and allow the selection of the audio track you want to monitor. See also the section 6.3.6 'Selecting the Monitored Audio Tracks' on page 80.
3.	Jog	It allows the users to navigate in the loaded material. See also the section 6.3.5 'Playing the Edit in the Recorder Area' on page 77.
4.	Edit Information	These fields provide general information on the loaded edit. See also the section 6.3.5 'Playing the Edit in the Recorder Area' on page 77.
5.	Transport Control Buttons	They are used to play the media represented in the timeline. See also the section 6.3.5 'Playing the Edit in the Recorder Area' on page 77.
6.	Validation Buttons	They are used to check the edit or flag it as ready to broadcast. See also the section 6.3.7 'Checking the Edit in the Recorder Area' on page 80.

6.3.2 ACTIVATING THE RECORDER AREA

To be able to use the Recorder and the various commands it features, you need to activate it. To activate the Recorder, click on the Recorder area or press on the keyboard.

An orange rectangle displayed around the Recorder commands indicates that the Recorder area is active.

6.3.3 MAKING THE RECORDER AREA FULL SCREEN

To view the Recorder area as a full-screen image, press on the keyboard.

Press again to revert to the normal display.

6.3.4 ADJUSTING THE RECORDER VIDEO DISPLAY

You can adjust the Recorder video display via a contextual menu. You call the contextual menu by right-clicking the Video Display zone on the Recorder area.

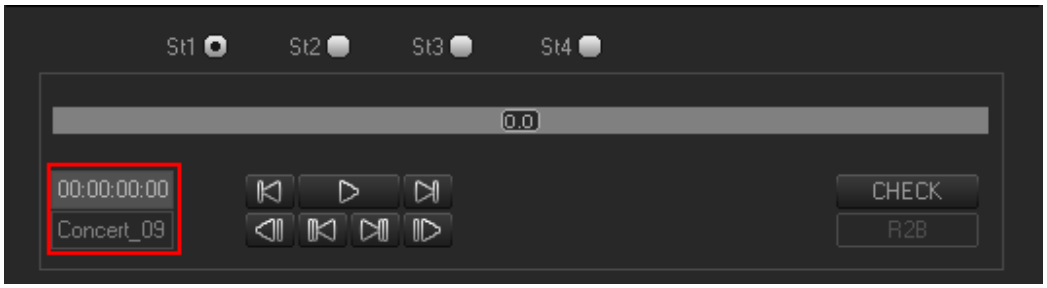
The display options are similar to the ones of the Player Video Display. For more information, refer to the section 6.2.4 'Adjusting the Player Video Display', on page 59.

6.3.5 PLAYING THE EDIT IN THE RECORDER AREA

EDIT INFORMATION

Two fields on the Recorder area highlighted on the screenshot below provide general information on the edit loaded on the Recorder:

- The upper field specifies the nowline position in the edit.
- The lower field specifies the edit label.

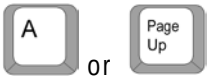
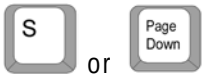
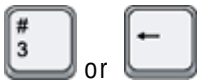
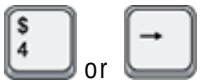


TRANSPORT CONTROLS

The following table shows an overview on the various transport commands in the Recorder area. The table lists:

- all the commands that can be accessed via the user interface or the ShuttlePRO.
- the most used commands when they can only be accessed via a shortcut key. For a full list of commands only activated via a shortcut key, refer to the appendix to this user manual for the default settings.

Note:
The user can define the keyboard shortcuts in Xedio Manager to perform transport control commands. The keys mentioned below are the default settings.

Button	Keyboard Shortcut	Function Name and Description
	(space bar)	**Play/Stop** Start/stops the playback or preview (video and/or audio) of the edited material on the timeline from the nowline position. The button changes to a **Stop** button when the media is being played.
		Go to Begin Moves from the current position to the beginning of the edit loaded on the timeline.
		Go to End Moves from the current position to the end of the edit loaded on the timeline.
		**Go to Previous Transition** Moves to the previous edit point on the timeline (considering the selected tracks).
		**Go to Next Transition** Moves to the next edit point on the timeline (considering the selected tracks).
		**Previous Frame** Moves 1 frame before the current position in Pause mode.
		**Next Frame** Moves 1 frame after the current position in Pause mode.

New!

The , and keyboard shortcuts are used to navigate (in a combination of shuttle and scrub at the same time) backwards and forwards in A/V content.

This table lists their different uses.

Keyboard Shortcut	Function Description
J	Shuttles/scrubs backward at twice the real time speed. Pressing repeatedly the key will increase the shuttling/scrubbing speed in a loop: x2, x3, x5, x8 and then back to x2.
	Note If another key is pressed between the repetitions, the shuttle/scrub speed is reset. J
K	Stops the preview of the A/V content.
L	Shuttles/scrubs backward at twice the real time speed. Pressing repeatedly the key will increase the shuttling/scrubbing speed in a loop: x2, x3, x5, x8 and then back to x2.
	Note If another key is pressed between the repetitions, the shuttle/scrub speed is reset. L
Hold K + tap J	Steps backward 1 frame at a time.
Hold K + tap L	Steps forward 1 frame at a time.
Hold K + hold J	Plays backward at 33% of the real time speed.
Hold K + hold L	Plays forward at 33% of the real time speed.

Note

The use of ShuttlePRO keys for transport functions is detailed in the appendix 1.

JOG

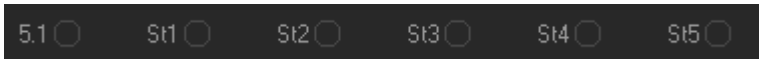
Dragging the jog bar allows you to move within the media at a variable speed depending on:

- the position of the speed indicator
- the speed range covered by the jog area. The default range is set from -200% to +200%. This is set in Xedio Manager.

Audio can be heard when using the jog.

6.3.6 SELECTING THE MONITORED AUDIO TRACKS

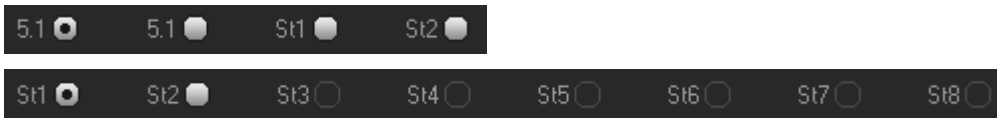
At edit creation, the audio type for the edit is specified: All Stereo, One 5.1 + 5x stereo, Two 5.1 + 2x stereo. This selection is reflected in the Recorder area:



Once clips have been loaded on the timeline, all the output tracks corresponding to timeline tracks which contain audio are activated:

The radio buttons below the video display allow the selection of the audio track you want to monitor.

Examples of audio track displays in the Recorder area:



6.3.7 CHECKING THE EDIT IN THE RECORDER AREA

New!

The CHECK button allows you to check the edit once it is finalized. The checks consist of identifying possible blanks in the edit or fast motion clips to be rendered, but also missing hi-res files in the edit. You need to check your edit before you can change its status to R2B (ready to broadcast). The R2B button will not become available in case holes are discovered in the edit or fast motion clips are not rendered.

Refer to section 2.9 'Checking the Edit' on page 16 for the description of windows and messages which are displayed in the different cases.

The R2B button allows you to change the status of your edit, and set it as 'ready to broadcast'. You will do this when you no longer want to modify your edit in CleanEdit.

Once you click the R2B button, the manager can easily search for the R2B edits in Xedio Approval to approve or reject them.

Some automatic processes may also be launched when you click the R2B button,

such as restoring the archived hi-res elements corresponding to the lo-res elements of the R2B edit, or the automatic rendering of the edit to various targets, such as an EVS video server.

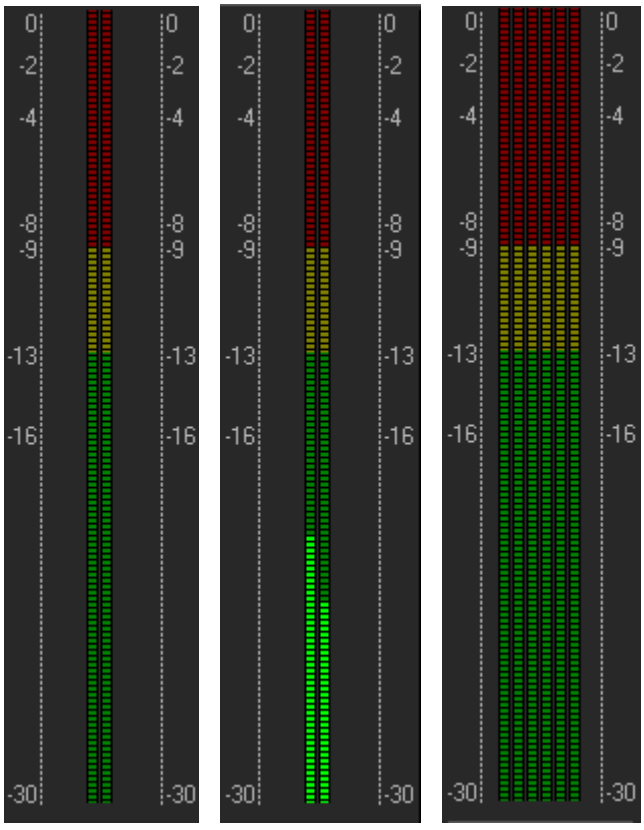
6.4 AUDIO METERS / TRIM AREA

or

The audio meters are located between the Player and Recorder areas in an area shared with the trim operations possible on the timeline.

Clicking the button will toggle to the audio meter display.

Clicking the button will toggle to the trim buttons. For more information on the trim functions, refer to the section 7.11 'Trimming Edit Points on the Timeline', on page 135.

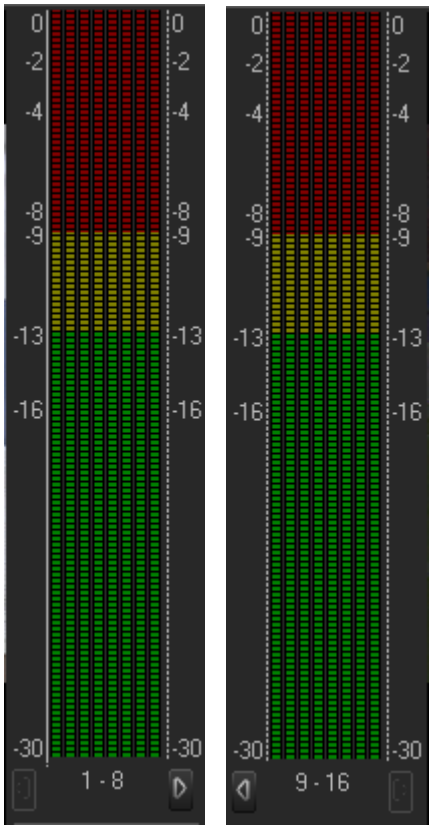


The audio display will follow the active window, Player or Recorder, as will the audio outputs.

When the Player area is active, the audio meters will only display the monitored tracks:

- In stereo mode: from 1&2 to 15&16 (if 16 audio channels are present in the media file)
- In a 5.1 and stereo mode: 6 audio channels for a 5.1 track or 2 for a stereo track.

When the Recorder area is active, all enabled outputs will be displayed in the audio meters. If 16 channels are selected, the 8 audiometers are visible at a time and two arrow buttons allow to shift from channels 1 to 8 to channels 9 to 16:



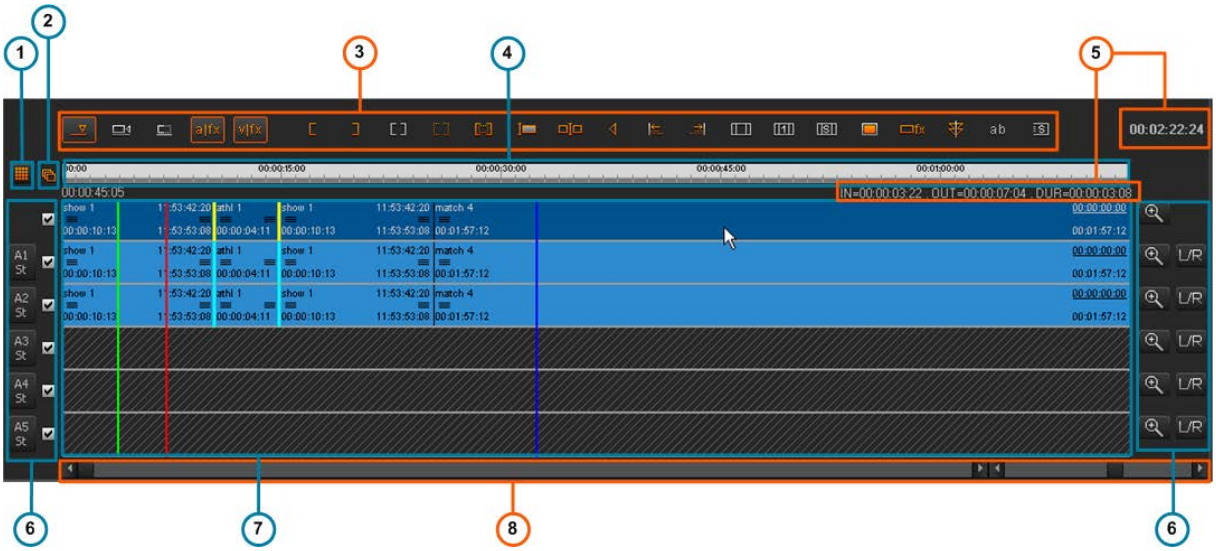
Db values are displayed on each side. They correspond to the values defined in Xedio Manager > Parameter Profiles > General > Vumeter for the top level, the saturation level, the warning level and the bottom level. Values for 0, -2, -4, -8 and -16 are shown as well if they do not overwrite the database values.

6.5 TIMELINE AREA

6.5.1 OVERVIEW

The Timeline is the area where, through a graphical representation of the edit in progress, media can be manipulated to easily and efficiently make an edited package.

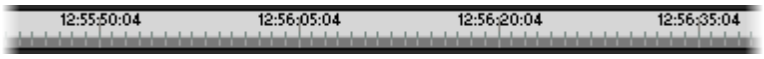
The Timeline is made up of the elements highlighted on the screenshot and shortly described in the table below:



Area		Description
1.	Audio Output Matrix Button	This button gives access to an Audio Output Matrix used to define which timeline track will be routed to which output track. See also the section 'Audio Track Selection for the Output' on page 95.
2.	Fill Button	When the Fill button is active, the media dragged to the Clip zone is automatically placed at the end of the timeline. See also the section 7.3 'Placing Clips onto the Timeline', on page 107.
3.	Editing Commands	The Editing buttons allow the users to perform various editing actions on the edit loaded. See also the section 6.5.10 'Editing Buttons in the Timeline Area', on page 100.
4.	Timecode Bar	The Timecode bar gives a graduation of the timecode of the edit. See also the section 6.5.2 'Timecode Bar', on page 84.

Area		Description
5.	TC and Duration Fields	The timecode and duration fields provide time information on the position of the mark IN, mark OUT, full edit duration, or duration between marks. See also the section 6.5.8 'Timecode and Duration Fields', on page 92.
6.	Track Selection and Audio Settings	The buttons for track selection on the left of the track are used to select: • the tracks to be taken into account in an editing operation • the audio output (and mode) in playout, rendering, and export actions. The buttons on the right of the track are used: • to define the audio routing for stereo tracks • to zoom the track, and perform fine tuning on the audio tracks. See also the section 6.5.9 'Audio Track Selection and Settings in the Timeline', on page 93.
7.	Timeline Display	This is a graphical representation of the edit, in which users execute and visualize the editing actions. See also from section 6.5.4 to section 6.5.6.
8.	Scale Bar and Move Bar	The Scale bar and Move bar allow the user to easily navigate in the timeline. See also the section 6.5.3 'Scale Bar and Move Bar', on page 85.

6.5.2 TIMECODE BAR



The timecode bar, located above the timeline display, displays a graduation of the timecode in the timeline. The timecode of the first frame will start with the timecode defined when the edit was created.

The most precise graduation is a graduation by frame, i.e. from frame 0 to 24 in PAL, and from frame 0 to 29 in NTSC.

The timecode bar displays the tags (graphics) and the cue points (reference marks). Right-clicking the timecode bar opens the contextual menu from which you can define tags and cue points. For more information, refer to the sections 7.8 'Cue Points', on page 125 and 11.2 'Adding a Logo or Graphic', on page 193.

6.5.3 SCALE BAR AND MOVE BAR

SCALE BAR

The **Scale** bar, located below the timeline display on the right hand side, makes it possible to zoom in and out on the timeline:

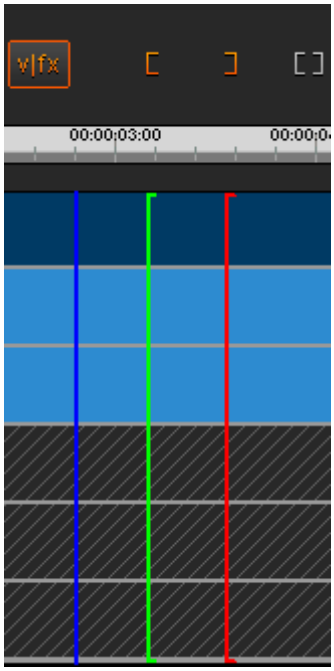
- To zoom in, drag the slider to the left or rotate the mouse wheel down.
- To zoom out, drag the slider to the right or rotate the mouse wheel up.

MOVE BAR

The **Move** bar, located below the timeline display on the left hand side, makes it possible to move within the timeline when the whole timeline is not displayed in the timeline pane at the defined scale.

6.5.4 REFERENCE POSITIONS ON THE TIMELINE DISPLAY

The following marks can be placed to define a specific position in the timeline and to be used in editing operations:



NOWLINE

This is the blue vertical marker that displays the current position on the timeline. It is used to browse in the timeline or mark an insertion position.

MARK IN / MARK OUT POINTS

The mark IN point is a green vertical line on the timeline that displays the position of a mark IN point.

The mark OUT point is a red vertical line on the timeline that displays the position of a mark OUT point.

You will add mark IN and mark OUT points to help you place media in the timeline.

6.5.5 TIMELINE ELEMENT ON THE TIMELINE DISPLAY

DESCRIPTION

The timeline element is the portion of the media added to the timeline and displayed as a block on the timeline. It corresponds to one track of a clip added to the timeline:

DEFAULT DISPLAYED INFORMATION

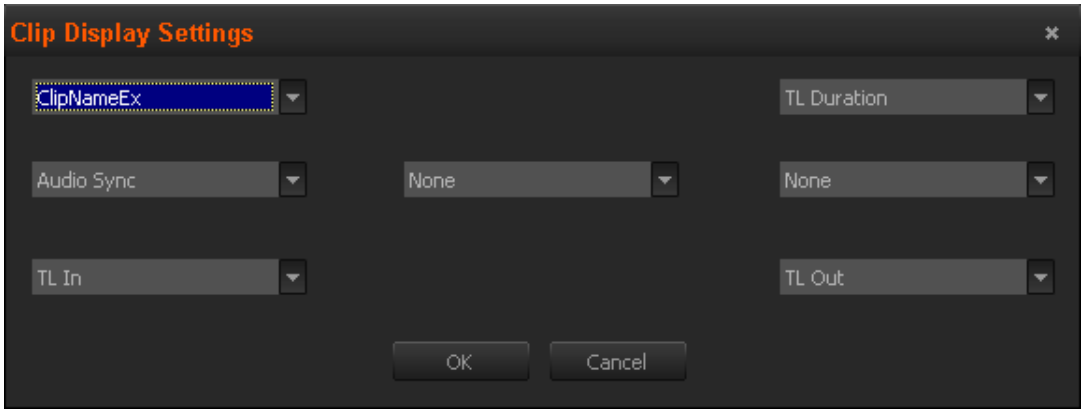
The element display on a track can contain up to seven information fields. By default, the information displayed is the following:

Position	Information Displayed
Top left	Clip name
Top right	Element duration
Bottom left	TL TC IN (TC IN of the element in the timeline)
Bottom right	TL TC OUT (TC OUT of the element in the timeline)

MODIFYING THE DEFAULT INFORMATION

The default information can be modified via the Settings > Clip Display Settings command from the Timeline Element contextual menu (available when you right-click in the timeline display).

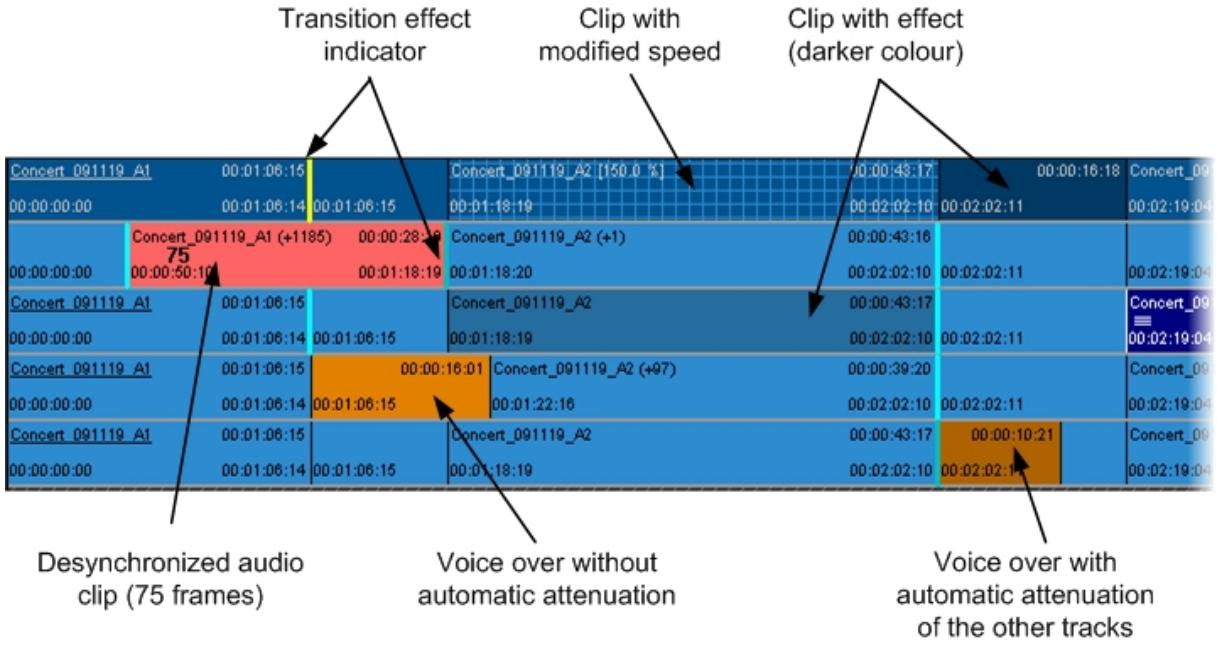
This calls the Clip Display Settings window where you can specify which information should be displayed on the timeline elements:



6.5.6 COLOR REPRESENTATION ON THE TIMELINE DISPLAY

OVERVIEW

To assist in recognizing the processes and different actions that have been performed on the timeline, various colors and types of shading are used.



Note

The colors of the tracks can look differently on your screen depending on your settings. The default colors of the timeline tracks can be changed in Xedio Manager, via Software > Parameter Profiles > (Xedio) CleanEdit: TL Colors tab.

COLORS ON THE VIDEO TRACK

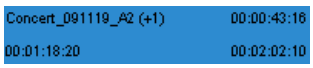
Video element with no applied effects

Video element with speed other than 100%

Video element with FX (darker blue element than normal)

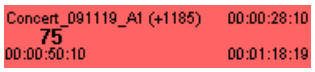
Video element with a freeze frame

COLORS ON THE AUDIO TRACK



Normal audio element in sync with an associated video

Normal audio element with FX



Audio element which has been moved out of sync with its associated video

Normal voice-over element

Voice-over that attenuates the other tracks (on the same output).

6.5.7 CONTEXTUAL MENUS FOR TIMELINE ELEMENTS

INTRODUCTION

You can access several commands for timeline elements via a contextual menu.

The contextual menu is available when you right-click on a selected video or audio element on the timeline.

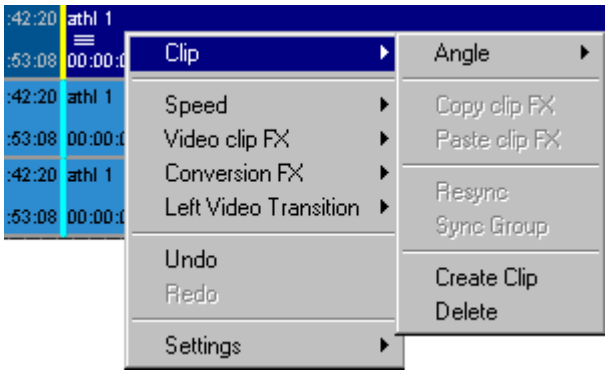
The commands available in the contextual menu vary depending on:

- Whether you right-click on a video or audio element
- Whether the element is selected or not
- Where the mouse cursor is located when you right-click on an element

The various commands available from the contextual menu are shortly presented in the sections below. However you will find details on some of the commands in the relevant sections of the manual.

COMMANDS COMMON TO VIDEO AND AUDIO ELEMENTS

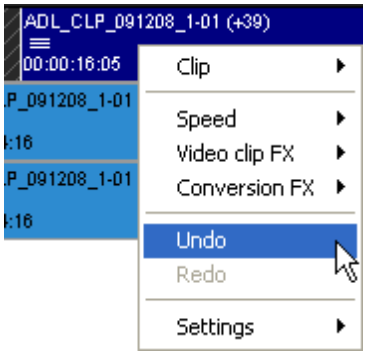
Clip Commands



The **Clip** commands in the contextual menu are available when you right-click on a selected video or audio element on the timeline. The actions are available for both video and audio elements, except the Angle option, only present for a video element:

Command	Description
Clip > Copy Clip FX	Copies the effects defined on the selected element.
Clip > Paste Clip FX	Pastes the effects (which have been copied using the Copy Clip FX command) onto the selected element.
Clip > Resync	Resynchronizes a selected desynchronized audio element with the video element that belongs to the same clip or to a synchronized group. See also 7.7.1 'Resynchronizing Associated Clip Elements', on page 122.
Clip > Sync Group	Creates a synchronized group with the selected elements. When one of those synchronized elements will be moved, the other elements will appear as being desynchronized. See also 7.7.5 'Grouping Elements in a Sync Group', on page 124.
Clip > Create Clip	Saves the selected element as a clip in the Clip zone.
Clip > Delete	Deletes the selected elements

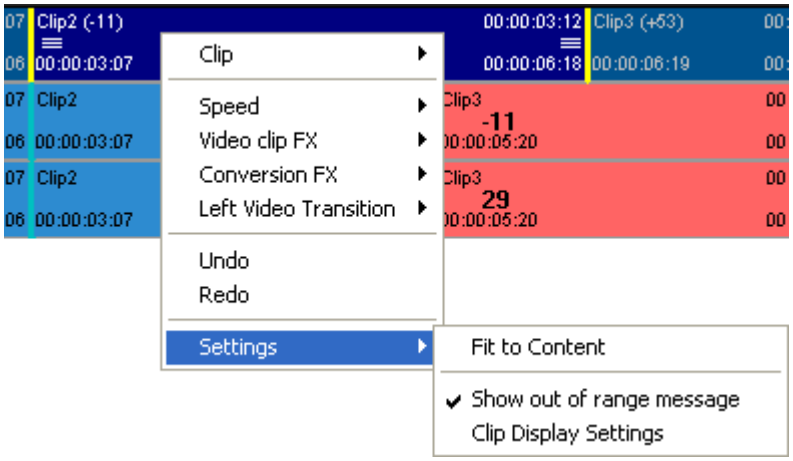
Undo/Redo Commands



The **Undo** and **Redo** commands are available on a selected video or audio element on which an editing action has been performed:

- The **Undo** command allows the user to cancel the editing action(s) that have been performed after the last save. You can also cancel the editing actions by pressing .
- The **Redo** command allows the user to reapply the editing action(s) that have been cancelled after the last save.

Settings Commands



The **Settings** commands are available when you right-click on a video or audio element on the timeline, whether it is selected or not. The following actions are available:

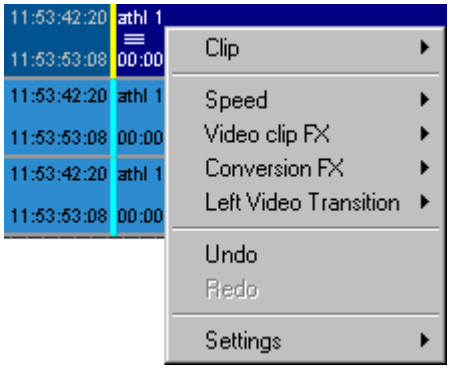
Command	Description
Fit to Content	When the edit expands beyond the timeline display, this command fits the whole edit into the timeline display.
Show out of range message	When the command is ticked, the application will display warning messages when no material is available to perform the requested editing action.

Command	Description
Clip Display Settings	Opens the Clip Display Settings window in which you can define which information will be displayed on the timeline elements. See section 6.5.5 'Timeline Element on the Timeline Display 86.

COMMANDS APPLICABLE TO VIDEO ELEMENTS

The **Clip > Angle**, **Speed**, **Video Clip FX**, **Conversion FX**, and **Left/Right Video Transition FX** commands are only applicable to selected video elements.

For more information on these commands, refer to the section 7.5 'Replacing Clips by Linked Clips' on page 117 for the Clip Angle command, to section 7.10.2 on page 132 for the **Speed** command, and to the chapter 8 'Advanced Video Editing', on page 140 for the other commands.



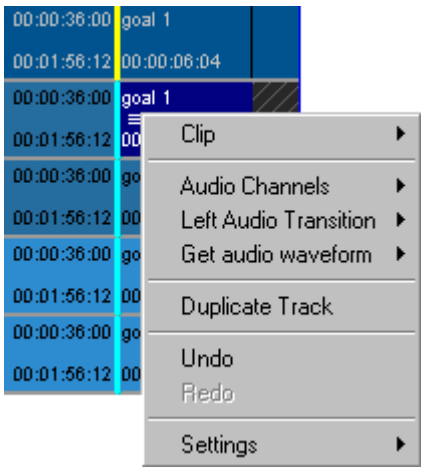
COMMANDS APPLICABLE TO AUDIO ELEMENTS

The **Audio Channels**, **Right/Left Audio Transition**, **Get Audio Waveform**, and **Duplicate Track** commands are only applicable to selected audio elements.

The **Audio Channels** option is explained in the section 10.3 'Audio Routing, Swaps and Mutes', on page 181.

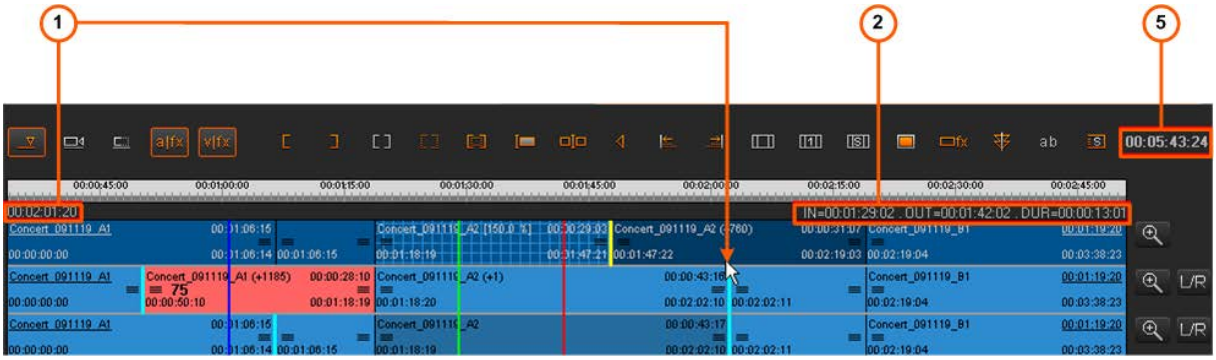
The **Right/Left Audio Transition** options are detailed in section 10.2.5 'Adding Audio Transition Effects on Elements of the Same Track' on page 177.

The Get Audio Waveform and Duplicate Track features are explained in the section 10.5 'Miscellaneous Audio Features' on page 185.

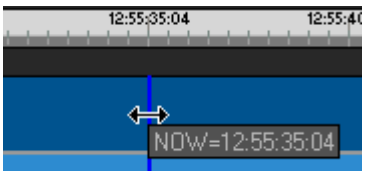


6.5.8 TIMECODE AND DURATION FIELDS

The timecode information displayed on the timeline display is shortly described below. These fields are not editable.



The following table explains the various TC and duration fields highlighted in the above screenshot.

Area		Description
1.	Mouse Pointer TC	When the mouse is on the timeline display, the timecode position of the mouse pointer is specified on the left above the timeline display.
2.	IN field (Mark IN TC)	The IN field, on the right above the timeline display, indicates the timecode of the mark IN position on the timeline, if any mark IN point is defined. A tooltip with the mark IN TC is also displayed when you position the cursor on the mark IN green line.
	OUT field (Mark OUT TC)	The OUT field, on the right above the timeline display, corresponds to the timecode of the mark OUT position on the timeline, if any mark OUT point is defined. A tooltip with the mark OUT TC is also displayed when you position the cursor on the mark OUT red line.
	DUR field (Duration IN/OUT)	The DUR field, on the right above the timeline display, corresponds to the duration between the mark IN and mark OUT points defined on the timeline.
3.	Timeline Duration	The Timeline Duration field, located on the right of the editing buttons, displays the effective duration of the timeline loaded, calculated from the start of the first element to the end of the last element.
-	Nowline TC	The timecode of the nowline appears as you position the cursor over the nowline: 

This information is however not displayed as a field on the timeline display.

If you want to position the nowline to a given TC of the timeline, type this timecode in the Nowline TC field of the Recorder Area and press ENTER.

6.5.9 AUDIO TRACK SELECTION AND SETTINGS IN THE TIMELINE

INTRODUCTION

In the timeline display, 6 tracks are visible: 1 video track and 5 audio tracks. For each audio track buttons are displayed on both sides of the displayed timeline track.

These buttons allow controlling some input and output settings used globally for each track, although elements placed on a track can always be treated individually.

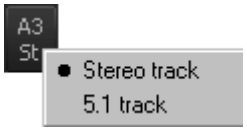
TRACK NAME AND AUDIO TYPE IN THE TIMELINE

The top track represents the video track.

The other tracks represent the audio tracks which can be used in the timeline. Up to 5 audio tracks are available.

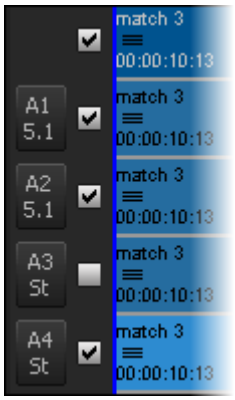
The upper part of the **Audio Track** buttons show the name of the audio track facing the button in the timeline display: from A1 to A5.

The lower part of the **Audio Track** buttons show the audio type of the timeline track. By default, all the audio tracks are set to Stereo. A right-click on each **Audio Track** button displays a contextual menu from which you can set the audio track type:



You can mute a track by clicking the corresponding **Audio Track** button. It will display the following icon:

AUDIO TRACK SELECTION FOR EDITING ACTIONS



The **Track Selection** check box is used to select the tracks to be taken into account when editing actions are performed (including playout, export and rendering actions).

If one **Track Selection** check box is cleared before the loading of a clip, you will not be able to load audio on this timeline track.

Video and Audio tracks can be selected by using the following shortcuts:

Track	Activation Shortcut
Video	F4
A1	Ctrl + F5
A2	Ctrl + F6
A3	Ctrl + F7
A4	Ctrl + F8
A5	Ctrl + F9
All Audio	Ctrl + * 8

AUDIO TRACK SELECTION FOR THE OUTPUT

Introduction

Based on the Audio Type selected at edit creation (from the Edit Properties window), output tracks types have been set and are displayed in the Recorder pane.

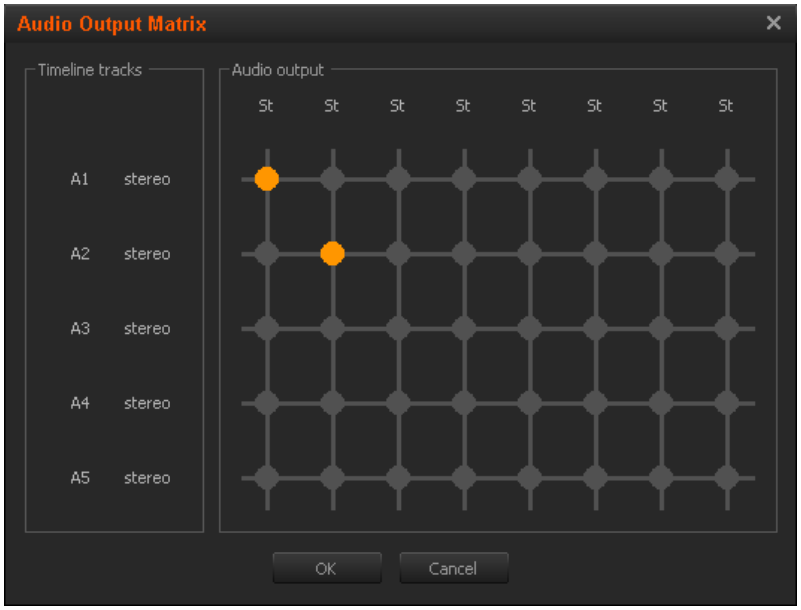
From the timeline, an Audio Output Matrix is used to define which timeline track will be routed to which output track. This matrix is accessed by clicking the **Audio Matrix** button , available only if the **Show Audio Matrix Button** parameter has been enabled in Xedio Manager > Parameter Profiles > CleanEdit > Timeline.

In case the **Audio Matrix** button has not enabled, all the audio tracks are output on the output stereo track 1.

The selection of the output track corresponding to each audio track is performed through an audio output matrix. This matrix is accessed by clicking the **Audio Matrix** button . The Show Audio Matrix Button parameter must have been enabled in Xedio Manager > Parameter Profiles > CleanEdit > Timeline.

In case the **Audio Matrix** button has not enabled, all the audio tracks are output on the output stereo track 1.

Audio Output Matrix Overview



Timeline Tracks area

This area represents the timeline tracks with their audio type as this has been set through the **Audio Track** button contextual menus: stereo or 5.1.

Audio Output area

This area represents the various tracks to which you can output the corresponding timeline track as they have been set when creating the edit (from the Edit Properties window).

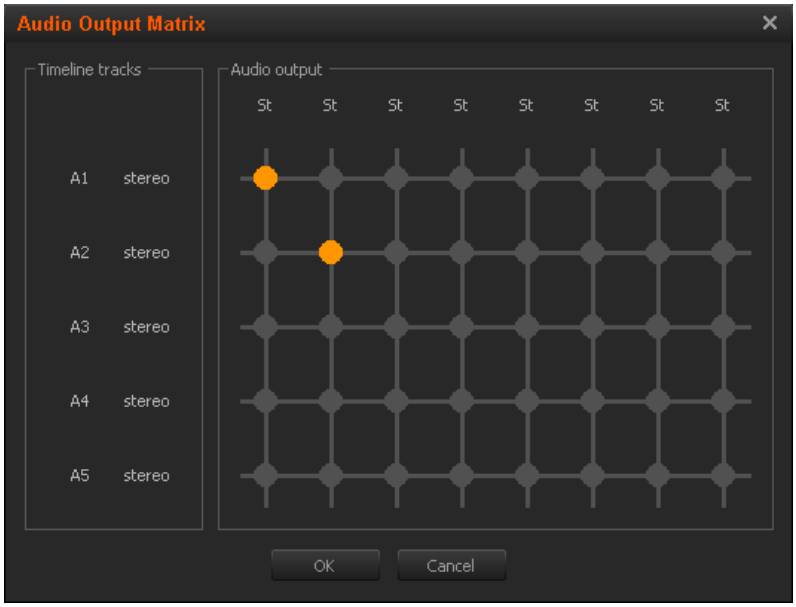
Matrix

To select the output track from which each timeline track will be played, click on an intersection in the grid. Each selection is represented by an orange bullet. This is taken into account for playout, rendering and export actions.

Possible Matrix Displays

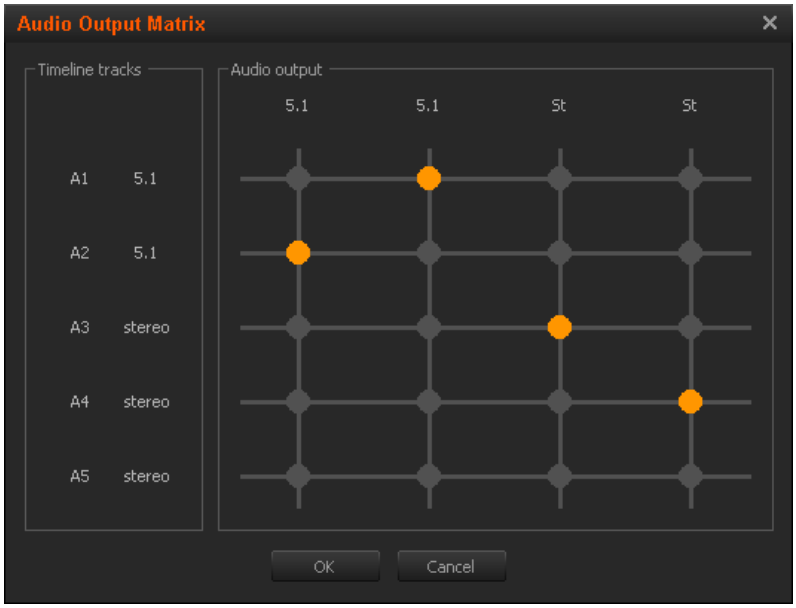
You will find below the possible display depending on the audio type of the edit and the timeline tracks.

Stereo to Stereo



No additional information is requested.

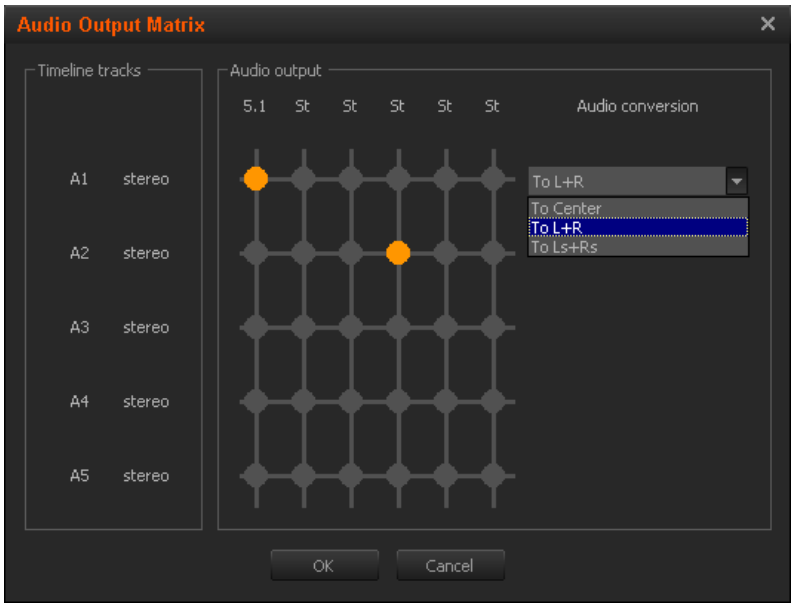
5.1 to 5.1



No additional information is requested.

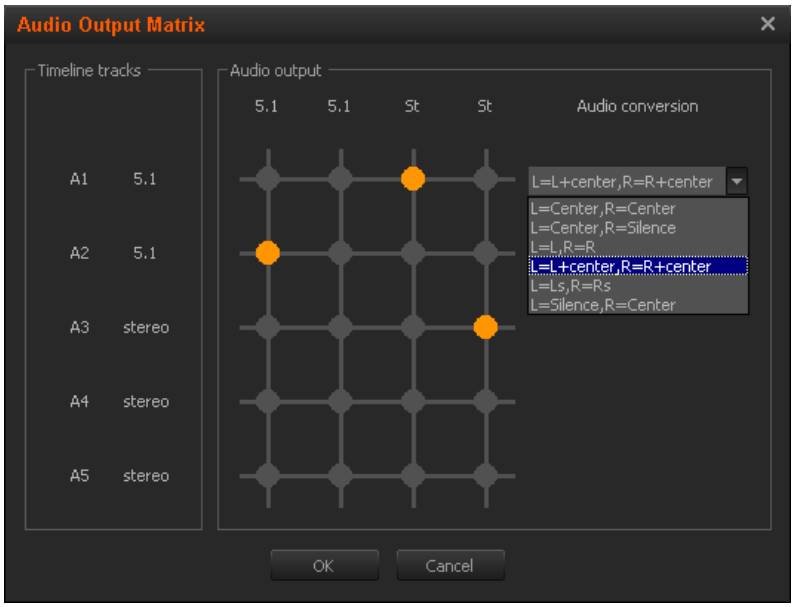
Stereo to 5.1

If you send a stereo timeline track on a 5.1 output track, you will have to select the channels from the 5.1 track on which you want to output the stereo channels.



5.1 to Stereo

If you send a 5.1 timeline track on a stereo output track, you will have to select the channels from the 5.1 track you want to be output on the stereo channels.



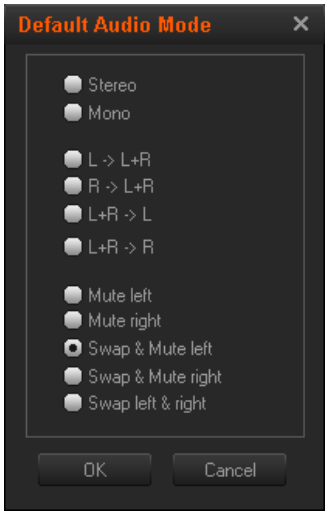
Important

You need to select the check box on the right of the **Audio Track** button if you want to output the corresponding audio track. Otherwise, no material will be sent to the selected output track.

AUDIO ROUTING FOR STEREO TRACKS

The **Stereo Routing** button allows defining default audio routing options for all new clips added to a stereo track in the timeline. These default routing options are defined for each stereo track, and are not available with 5.1 tracks. If the button text is orange, it means that a routing option has been defined.

To define the audio routing, click the button to open the Default Audio Mode dialog box. Then select one of the possible settings:



Once you have defined the routing options:

- You will be asked whether you want to apply them to the clips present in the timeline (after confirming your choice).
- The options will automatically be applied to the new clips added to the timeline.

TRACK ZOOM

The **Zoom** button expands the selected audio track in a **Zoom** view. In the Zoom view, you can perform the following actions:

- Adjust cross fades on transitions (see 10.2.7 on page 180)
- Adjust audio levels of clips (see 10.4 on page 183)
- View the clip wave forms generated via the **Get audio waveform** command in the contextual menu (see 10.5.1 'How to Generate the Waveform of an Audio Element', on page 185)

6.5.10 EDITING BUTTONS IN THE TIMELINE AREA

The timeline buttons allow the users to place and manipulate clips on the timeline. In the table below you will find a brief description of these buttons but their operation will be detailed, wherever necessary, in the following sections.

Button	Keyboard Shortcut	Description
	(toggle between modes)	Performing edit actions in **Insert mode** (white button) will shift the existing elements in the edit before the selected clip is placed into the edit.
		Performing edit actions in **Overwrite mode** (orange button) means that the result of the editing action will replace the content of an existing edit.
		When you delete a portion of the timeline with the **Delete & Clear** option active (white button), the area from which the element is deleted will remain empty after the deletion.
		When you delete a portion of the timeline with the **Delete & Shift** option active (orange button), any element located on the right of the deleted portion will be shifted to the left, so as to replace the deleted elements. Only the clips on selected tracks will be shifted.
	(toggle ON/OFF)	When the **Blank Fill** button is active in Overwrite mode, the media placed into the timeline will fill in empty areas of the timeline.
	-	When the AFX button is active, the default audio transition is automatically added on each new clip placed into the timeline. The default audio transition effect is defined in Xedio Manager: Software > Parameter Profiles > (Xedio)CleanEdit > Timeline tab: DefaultAudioTransFx
	-	When the VFX button is active, the default video transition is automatically added on each new clip placed into the timeline. The default audio transition effect is defined in Xedio Manager: Software > Parameter Profiles > (Xedio)CleanEdit > Timeline tab: DefaultVideoTransFx

Button	Keyboard Shortcut	Description
	E or I	Clicking the **Mark IN** button marks an IN point at the nowline position on the timeline.
	R or O	Clicking the **Mark OUT** button marks an OUT point at the nowline position on the timeline.
	T	Clicking the **Mark Clip** button puts the mark IN at the beginning of the first element selected and the mark OUT at the end of the last clip selected.
	G	Clicking the **Mark Reset** button deletes the mark IN and mark OUT points.
	Ctrl + P	Clicking the **IN OUT Delete** button deletes the content of the timeline between the mark IN and mark OUT on the selected tracks (check box in front of the track).
	H	The **Select All** button allows selecting all the timeline elements from the nowline position on the selected tracks (check box in front of the track).
Ctrl + 	Ctrl + H	The **CTRL + Select All** button allows selecting all the timeline elements up to the nowline position on the selected tracks (check box in front of the track).
Shift + 	Shift + H	When a mark IN and mark OUT are defined, the **SHIFT + Select All** button allows selecting the elements (whole elements) between the mark IN and mark OUT points on the selected tracks.
	P	The **Split** button allows dividing the timeline elements into two parts at the nowline position.

Button	Keyboard Shortcut	Description
		The **Blank Clear** button allows deleting the common empty zones on the selected tracks from the nowline, preserving the synchronization between the different tracks.
	-	When at least two timeline elements are selected, the **Left** button allows aligning the selected elements on the left. It will take the last element selected as the reference position for the left-alignment.
	-	When at least two timeline elements are selected, the **Right** button allows aligning the selected elements on the right. It will take the last element selected as the reference position for the right-alignment.
	-	The **Extend** button allows extending or shortening a clip on the selected track(s), modifying its IN or OUT point to a position defined by a mark IN or mark OUT on the timeline. For more information on the extend function, refer to the section 7.9.3 'Extending or Shortening a Clip', on page 128.
	-	The **Extend Still** button allows: • extending the IN point of a selected video element as a still frame (0% motion) up to a mark IN defined before the IN point. • extending the OUT point of a selected video element as a still frame up to a mark OUT defined after the OUT point. For more information on the Extend Still function, refer to the section 7.9.4 'Extending a Clip with a Still Frame', on page 130.
	-	The **Extend Speed** button allows: • extending the IN point of a clip up to a mark IN defined, without modifying its content. • extending the OUT point of a clip up to a mark OUT defined, without modifying its content. The effect achieved is a slow motion or fast motion clip. For more information on the function, refer to section 7.9.5 'Extending or Shortening a Clip by Modifying its Speed', on page 131.

Button	Keyboard Shortcut	Description
	-	The Color Insert button allows replacing the timeline content by a color flash between a mark IN and mark OUT defined. The flash duration and color are defined by right-clicking the Color Insert button and selecting Properties from the contextual menu.
	-	The Audio/Video Fx button allows: • inserting colors on the video transition of the next or previous cut (See section 8.2.6) • modifying the audio levels (See section 10.4) • creating default audio transitions (See section 10.2.6) Such audio effects can be performed on selected clips, on a whole audio track, or several ones. When you want to apply the effect on a whole track, remove mark IN or mark OUT, if any, and place the nowline at the beginning of the edit, clicking the Home key.
	-	The Cue button allows aligning audio or video events of different tracks on the nowline or to the cue points defined.
	-	The ab button allows inverting the audio clips between two audio tracks, from the nowline onwards. This option is enabled, when you position the nowline where requested, and select two audio tracks from the nowline.
	-	The S button allows you to render fast motion clips. This button is enabled as soon as a fast motion clip is detected in the timeline.

Note

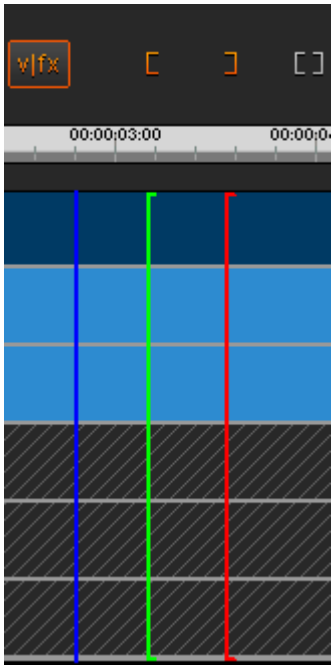
The use of ShuttlePRO keys for editing functions is detailed in the appendix 1.

7. General Editing

7.1 MARKING POSITIONS ON THE TIMELINE

7.1.1 ADDING MARKS

Using the buttons displayed on the screenshot below, you can mark points to edit accurately on the timeline. You can use these marks to place your clips into the timeline, but also in many other editing actions.



The following marks can be defined in the timeline:

Name	Description	To define the mark, ...
Nowline	blue vertical line, which displays the current position on the timeline	click on the timeline ruler where you want to place the nowline.
Mark IN	green vertical line, which displays the position of a mark IN point	place the nowline at the requested position and click the Mark IN button .
Mark OUT	red vertical line, which displays the position of a mark OUT point	place the nowline at the requested position and click the Mark OUT button

7.1.2 ADDING MARK IN AND MARK OUT OVER SEVERAL ELEMENTS

You can also use the **Mark Clip** button to add a mark IN and a mark OUT points between selected elements.

Prior to click , click an element before which you want to place the mark IN and an element after which you want to place the mark OUT.

7.1.3 REMOVING MARKS

The following table summarizes how mark IN and/or mark OUT can be removed from the Timeline:

To remove …	Proceed as follows:
a mark IN	Press on the keyboard.
a mark OUT	Press on the keyboard.
the mark IN and mark OUT	Press on the keyboard or click the in the timeline.

7.2 SELECTING TECHNIQUES

7.2.1 SELECTING A CLIP

To select an element of a clip, move the mouse onto it and click.

The color of the selected element will change to a dark blue (or as defined in Xedio Manager, via Software > Parameter Profiles > (Xedio) CleanEdit: TL Colors tab).

To select multiple elements for a common operation, use the CTRL key for non-contiguous elements and SHIFT key for contiguous elements.

7.2.2 SELECTING ELEMENTS DEPENDING ON NOWLINE OR MARK POSITIONS

The following table shows how you can select elements from the nowline, up to the nowline or between the mark IN and mark OUT. In all cases, the selection will be performed on entire elements, not from the mark positions:

To select all elements (entire elements) ...	Proceed as follows:
from the nowline up to the end of the edit,	Click or press .
from the beginning of the edit up to the nowline,	Click + or press +
between the mark IN and mark OUT	Click + or press +

7.3 PLACING CLIPS ONTO THE TIMELINE

7.3.1 INTRODUCTION

Various Methods to Add Clips to an Edit

There are many different ways to add clips onto your edit. The main methods for placing a clip to your edit are the following ones:

- Dragging the clip into the Clip zone when the **Fill** icon is active.

  This adds the clip to the end of the timeline.
- Dragging the clip from the Clip zone to a given position in the edit.
- Dragging the clip from the Player to a given position in the edit.

Possible Positions of a Clip in an Edit

Depending on the Insert/Overwrite mode you have selected, you can drag a clip to the following positions into the timeline:

- at the end of the clip
- on a transition
- on the nowline
- on a mark IN or mark OUT point
- between a mark IN and mark OUT points
- anywhere in the edit

This will be explained in details in the following sections.

7.3.2 IMPORTANT PREREQUISITES

INTRODUCTION

Before you drag a clip into an edit, you always need to perform the following actions:

1. Select the Insert or Overwrite mode with the **Insert/Overwrite** button in the timeline:
2. Select the clip tracks to be added to the edit

This section provides more detailed information on these steps.

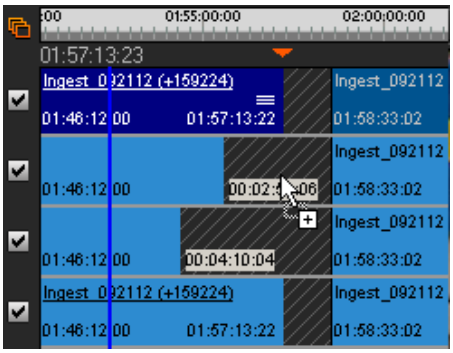
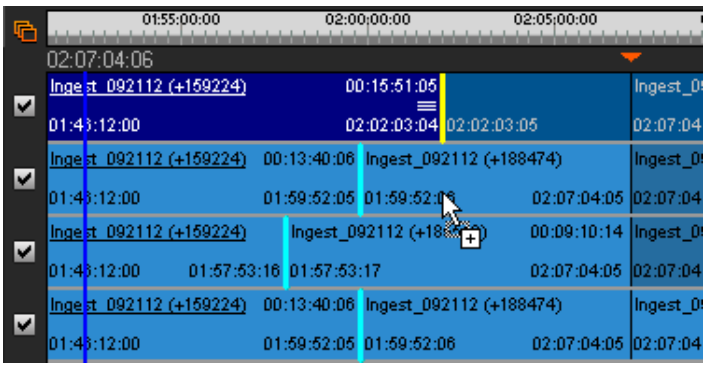
INSERT AND OVERWRITE MODES

Before you drag a clip onto the timeline, you need to define the way you want to insert it. Two modes are available: **Overwrite** or **Insert**.

You select the mode and toggle between both modes by:

- clicking the **Overwrite/Insert Mode** icon (left icon above the timeline display)
- pressing the

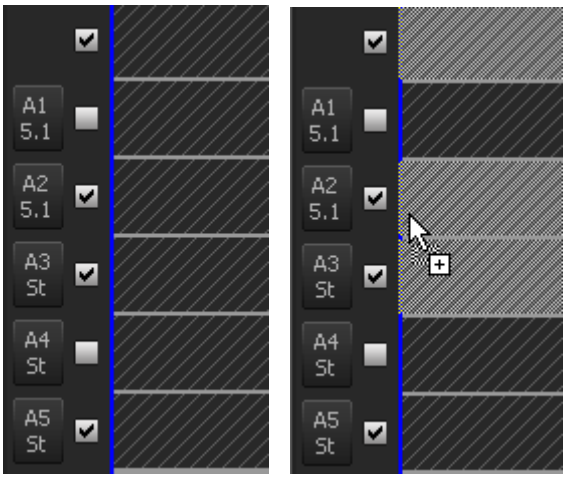
keyboard key.

Mode		Description
Overwrite (default)	(white)	adds the media in the timeline, overwriting the existing media from the selected position. In other words, the media in the timeline will be removed from the insertion point by the duration of the added media.
Insert	(orange)	adds the media in the timeline without overwriting existing media and pushes further right the existing elements of the timeline placed after this position. In this mode, you can only insert the media on the clip boundaries which are common to all selected tracks. The blank areas are not taken into account. The possible insertion point is shown with a red arrow on the top of the timeline:  

SELECTING THE TRACKS TO BE ADDED TO THE TIMELINE AND THEIR AUDIO TYPE

The following constraints apply when placing a clip on the timeline:

- It is not allowed to drop a clip over the video area of the timeline. This rule does not apply to a clip containing exclusively a video element.
- Timeline audio tracks must be selected (from the check box).



- Dropping clips into the timeline is only possible between the same types of audio tracks. You will not be able to drop a stereo track on a 5.1 track. Timeline audio track type must have been set according to the clip track audio type: if the clip contains two 5.1 tracks and 2 stereo tracks, they must be set in the timeline.
- The number of clip audio tracks must not exceed the number of available timeline tracks. A clip with 5 stereo tracks will not be droppable if a 5.1 track has been set in the timeline, as only 4 stereo tracks will be available.
- Only 5 audio tracks are available in the timeline. It is therefore not possible to place a clip with more than 5 audio tracks. If the clip contains more than 5 audio tracks:
  - When you drag a clip from the Player onto the Timeline, only the tracks selected in the Player with the track selection buttons will be added to the edit:
  - When you drag a clip from the Clips zone to the timeline, only the active tracks of the clip will be added to the edit.

7.3.3 Tools to Easily Position Clips in the Timeline

Clip Shadow During Drag Action

When you place a clip within the timeline, a shadow corresponding to the clip (from mark IN to mark OUT) is displayed to indicate where the clip will be positioned.

Magnetic Effect

When you place the clip around a mark (whatever the mark), a magnetic effect helps you place the clip precisely at the requested position.

7.3.4 Placing Clips in an Edit Depending on the Requested Position

Preliminary Steps

Before you drag a clip into an edit, you always need to perform the following actions:

1. Select the Insert or Overwrite mode with the Insert/Overwrite button in the timeline:
2. Select the clip tracks to be added to the edit

This section provides more detailed information on these steps.

Note

When you place clips in Insert mode, you can only use the **Fill** button, or place the clip on a transition or at the end of the edit. The other options are not available.

Automatic Clip Insertion at the End of an Edit (Fill)

If the **Fill** button is active (orange display) and the clip is dragged to the Clips zone of the Project area, it will also be placed on the timeline, at the end of any material currently on the timeline.

Placing a Clip at the End of an Edit or on a Transition

To add a clip at the end of the last clip of the timeline or on a transition, drag the clip to the requested position:

- In Overwrite mode, you can use the magnetic effect to place the clip exactly after the last frame or on the transition.
- In Insert mode, an orange down arrow appears above the timeline to indicate where the clip will be placed.

PLACING A CLIP USING THE NOWLINE, MARK IN OR MARK OUT

The following table presents the main options to define the position of a clip when it is added to the timeline using the nowline, the mark IN or the mark OUT position. These actions can only be performed in the Overwrite mode.

To position the IN point of the clip …	Do the following:
• on the IN point of a clip in the edit OR • on the nowline in the edit	Drag and drop the clip straight onto the transition, or the nowline, and release the mouse button.
• on the mark IN in the edit	Drag and drop the clip on the left of the mark IN, and release the mouse button.
• on the mark OUT in the edit	Drag and drop the clip on the right of the mark OUT and release the mouse button.

To position the OUT point of the clip …	Do the following:
• on the nowline in the edit	Drag and drop the clip straight onto the nowline pressing the CTRL key. Then release the mouse button.
• on the mark IN in the edit	While you press the CTRL key, drag and drop the clip on the left of the mark IN, and release the mouse button.
• on the mark OUT in the edit	While you press the CTRL key, drag and drop the clip on the right of the mark OUT and release the mouse button.

PLACING A CLIP ANYWHERE IN THE TIMELINE

To place the clip anywhere in the timeline, drag the clip to the requested position in the timeline, and release the mouse button.

During the drag action, a shadow corresponding to the clip is displayed to indicate the clip position in the timeline. Moreover, the timecode field on the upper left of the timeline displays the mouse cursor.

PLACING A CLIP BETWEEN MARK IN AND MARK OUT (FIT TO FILL)

A clip (or a portion of a clip between a mark IN and park OUT defined in the player) can be dragged to the timeline between a defined mark IN and mark OUT points. This feature is also called Fit to Fill or four-point edit.

In case the length of the clip differs from the length between the mark IN and mark OUT points on the timeline, the clip can be inserted in several ways:

- Drag and drop the clip between the mark IN and mark OUT points on the timeline:

  The IN point of the clip matches the mark IN on the timeline and the clip length is modified.

- Drag and drop the clip between the mark IN and mark OUT points on the timeline with the CTRL key pressed:

  The OUT point of the clip matches the mark OUT on the timeline and the clip length is modified (from its IN point).

- Drag and drop the clip between the mark IN and mark OUT points on the timeline with the ALT key pressed:

  The clip is placed between the marks on the timeline. The clip length equals the length set in the player but the speed is calculated automatically and depends on the duration between the timeline marks.

7.3.5 ADD A CLIP TO FILL IN A BLANK AREA IN THE TIMELINE

INTRODUCTION

The Blank Fill mode is used to place clips on the timeline to fill in areas of the timeline where there is no media present. Even when the clip is longer than the blank to be filled, this mode ensures the next clip is not overwritten. This mode will only work in combination with the Overwrite mode.

To activate the Blank Fill mode, click the button. The button will turn orange.

METHODS

Depending on the expected result, you can proceed in three different ways:

- Drag the clip to be added to the beginning of the blank area:

  The IN point of the clip is matched to the beginning of the blank area.

- Drag the clip anywhere in the blank area

  The IN point of the clip to be added will be dropped where you have released the mouse.

- Drag the clip in the blank area, while pressing the CTRL key:

  The OUT point of the clip to be added will be matched to the end of the blank area

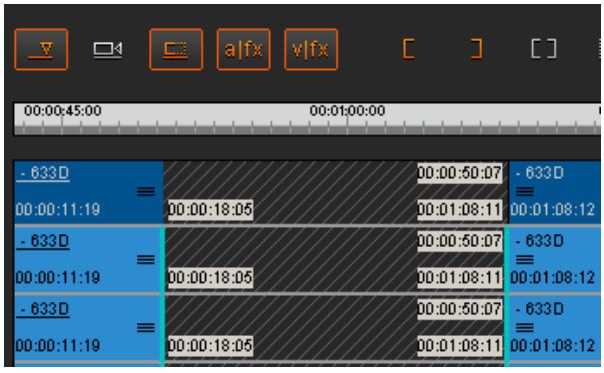
- Drag the clip in the blank area, while pressing the ALT key:

If the clip is…	Then…
greater than the hole in the timeline	The clip speed will be decreased to match the blank area.
smaller than the hole in the timeline	The clip speed will be increased to match the blank area. The following criteria must be met: • the parameter "Can Accelerate" must have been enabled in Xedio Manager > Softwares > Parameter Profiles > CleanEdit. • the maximal speed, set with the "Max Fast Motion Speed" parameter, must not be exceeded.

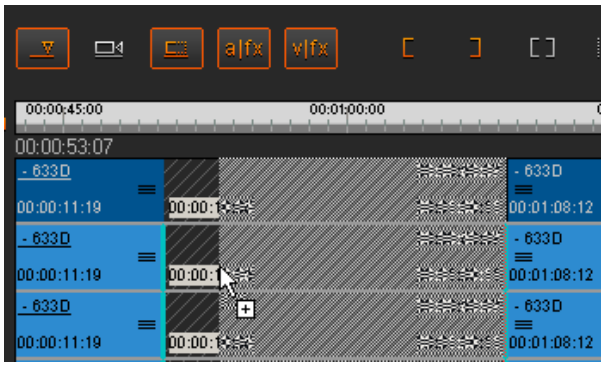
EXAMPLE

The following screenshots show the situation before, during and after the drag-and-drop operation using the blank fill option. In this case, the clip is dropped at the beginning of the blank area.

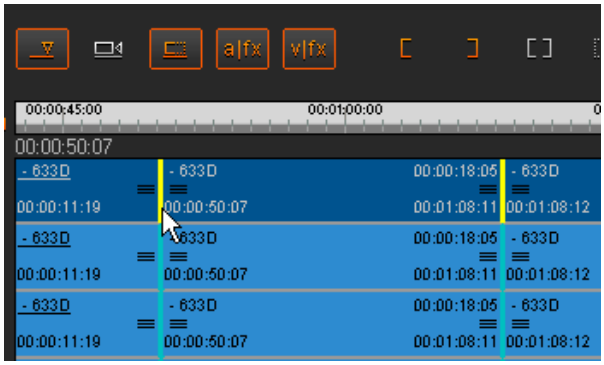
Before



During



After


a|fx
v|fx
00:00:45:00
00:01:00:00
00:00:50:07
- 633D
00:00:11:19
- 633D
00:00:50:07
00:00:18:05
00:01:08:11
- 633D
00:01:08:12

7.4 MOVING CLIPS OR ELEMENTS ON THE TIMELINE

Note

The Overwrite and Insert modes are also applicable to moving actions.

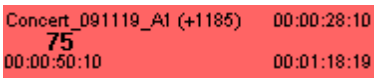
7.4.1 MOVING A CLIP OR ELEMENT IN THE TIMELINE

To move a clip freely on the timeline, select it first (see the section 7.2), and then drag it to its new position.

The magnetic effect, that 'sticks' the elements when near the nowline, mark IN, mark OUT and the clip edges on the elements already present on the timeline can ease the movements of the edit elements.

Note

If an element selected has other elements associated with it (for example the video element from a clip with the associated audio elements), moving only one of the elements will desynchronize the other elements. This will show on the timeline by the associated audio turning red:



Refer to the section 7.7.1 'Resynchronizing Associated Clip Elements', on page 122 to resynchronize elements.

7.4.2 MOVING AN AUDIO CLIP BETWEEN TRACKS WITHOUT MODIFYING ITS HORIZONTAL POSITION

You can move an audio element between tracks without modifying its position compared to the other elements of the clip. This will prevent from audio desynchronization.

To move an audio element between tracks, without modifying its horizontal position, proceed as follows:

1. Select the clip by clicking once with the left button of the mouse.
2. Keep the SHIFT key pressed.
3. Drag the clip to the audio track desired.

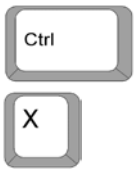
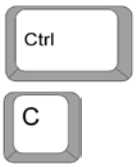
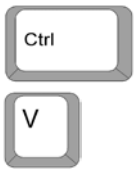
7.4.3 MOVING SEVERAL ELEMENTS IN THE TIMELINE

You can use the following keyboard combination to cut, copy and paste one or more elements selected in the timeline.

You can select several elements using

or

+ click on the elements to be selected.

Action	Keys	Description
Cut elements		removes the selected elements from the edit and keep them in the clipboard, in preparation to pasting them to a new location in the timeline.
Copy elements		copies the selected elements to the clipboard, in preparation to pasting them to a new location on the timeline.
Paste elements		pastes the selected elements on the nowline. The element which was located furthest left on the timeline is pasted on the nowline position, the other ones are pasted further right, based on their original position compared to the first element.

7.5 REPLACING CLIPS BY LINKED CLIPS

7.5.1 INTRODUCTION

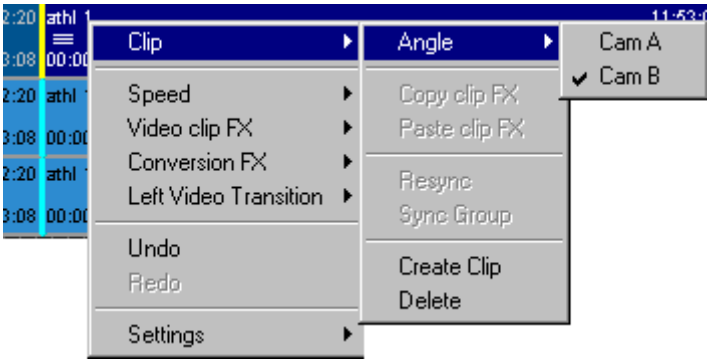
Linked clips can have been created in several ways, such as:

- clips have been created from ganged recorder channels in IPDirector and then sent to Xedio Suite,
- clips have been created on several recorder channels on an EVS video server and then imported from the EVS server tab of Xedio Importer or Media Importer,
- server recorder channels have been ganged from Xedio Manager (LinX > EVS Video Server), then a train is dragged from the EVS Server sub-tab of Media Importer to the Media zone of the Project area. Creating a clip from this train will create a linked clip on the ganged recorder channel.

  When such a clip is used in an edit, it can easily be replaced by one of its linked clips. You can therefore use a sequence recorded through a different camera angle.

7.5.2 HOW TO REPLACE A CLIP BY A LINKED CLIP

1. Select the clip you want to replace.
2. Right-click on it to access the contextual menu:



3. Select **Clip** > **Angle** and then one of the ganged cameras.

   The clip is replaced by its linked clip.

7.6 DELETING CLIPS OR ELEMENTS FROM THE TIMELINE

7.6.1 DELETION METHODS

There are several ways to delete media from the edit on the timeline:

- Deleting selected (entire) elements of an edit.
  See the section 7.6.4.
- Deleting portions of an edit selected using the mark IN and mark OUT points.
  See the section 7.6.2 and 7.6.3.

7.6.2 DELETION MODES

To select the Deletion mode and toggle between modes, you can click the button or press . The following table briefly explains the two delete modes:

Icon	Keyboard Shortcut	Description
		When you delete a portion of the timeline with the **Delete & Clear** option active (white button), the area from which the element is deleted will remain empty after the deletion.
		When you delete a portion of the timeline with the **Delete & Shift** option active (orange button), any element located on the right of the deleted portion will be shifted to the left, so as to replace the deleted elements. Only the clips on selected tracks will be shifted.

Note

This mode doesn't take into account the synchronization between the different tracks and so can easily cause a desynchronization of associated clip elements.

7.6.3 DELETING PORTIONS OF AN EDIT

PROCEDURE

To delete a portion of an edit on the timeline, proceed as follows:

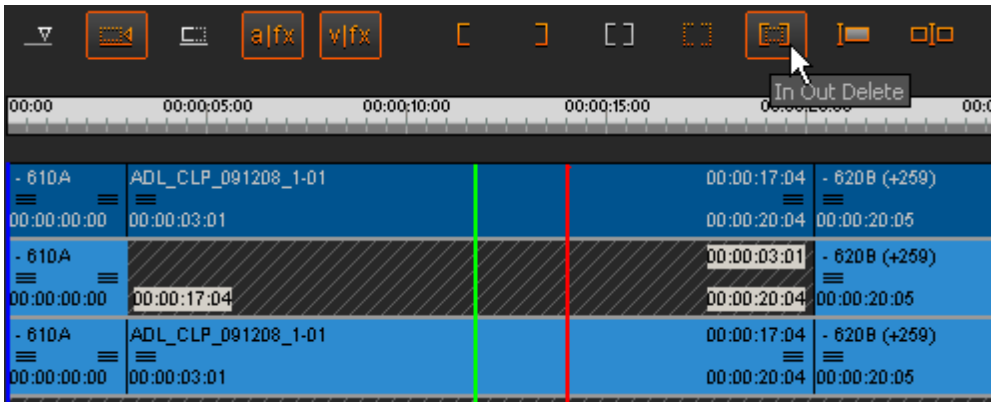
1. Select the deletion mode you want to apply, using the button.
2. Place a mark IN and mark OUT to define the portion of the edit to be removed.
3. Do one of the following:
   - Click .
   - Press

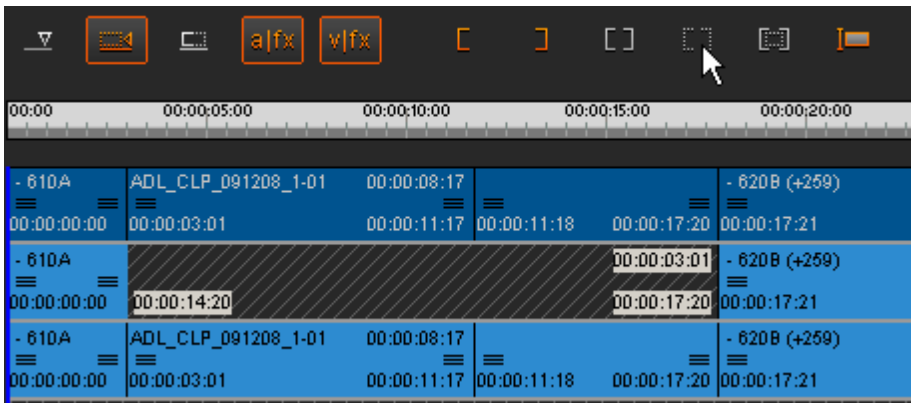
The portion of the timeline between the mark IN and mark OUT is removed.

The remaining timeline elements on the right of the deleted area are shifted left or not, depending on the deletion mode selected.

EXAMPLE

In the example below, the portion of the clip ADL_CLP_091208_1-01 between the mark IN and mark OUT is deleted as you press the IN OUT Delete button. The option **Delete & Shift** is active during the deletion, which means that the material on the right of the mark OUT is shifted to the left after the Delete action.





7.6.4 DELETING TIMELINE ELEMENTS

PROCEDURE

There are various ways of deleting entire element(s) or a whole clip from the timeline.

To delete one or more elements in an edit, proceed as follows:

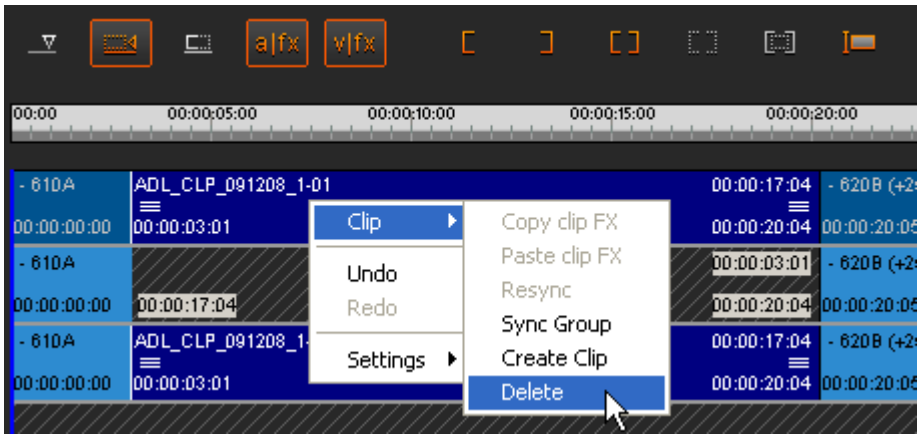
1. Select the deletion mode you want to apply, using the button.
2. Select the elements to be deleted, using CTRL or SHIFT + click if you want to select several elements.
3. Do one of the following:
   - Press on the keyboard
   - Right-click in the edit and select **Clip > Delete** from the contextual menu.

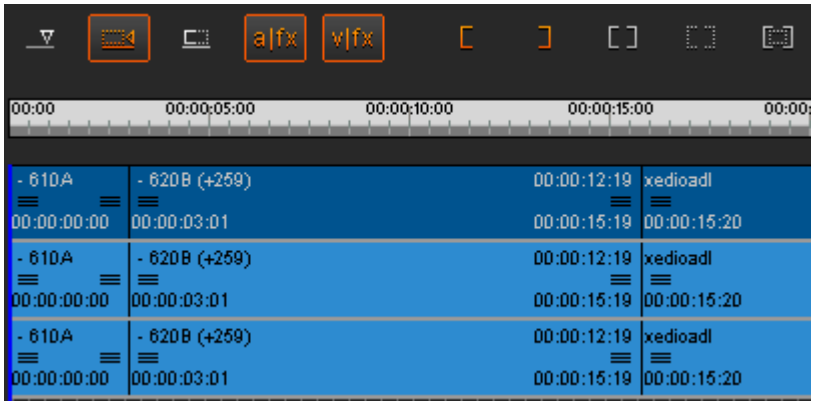
The selected elements are removed from the edit.

The remaining timeline elements on the right of the deleted elements are shifted left if the **Delete and Shift** mode is active and if a blank area is left on all the tracks after the deletion.

EXAMPLE

In the example below, both video and audio elements of a clip are deleted using the **Delete** command in the contextual menu. The **Delete & Shift** option is active, which means that the material on the right of the mark OUT is shifted to the left after the delete action.



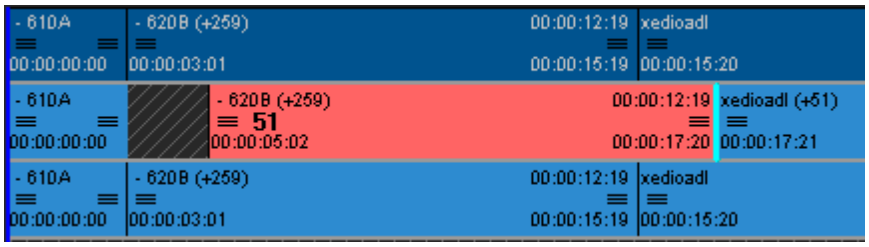

a|fx
v|fx
00:00
00:00:05:00
00:00:10:00
00:00:15:00
- 610A
00:00:00:00
- 620B (+259)
00:00:03:01
00:00:12:19
00:00:15:19
xedioadl
00:00:15:20
- 610A
00:00:00:00
- 620B (+259)
00:00:03:01
00:00:12:19
00:00:15:19
xedioadl
00:00:15:20
- 610A
00:00:00:00
- 620B (+259)
00:00:03:01
00:00:12:19
00:00:15:19
xedioadl
00:00:15:20

7.7 TIDYING UP AND ORGANIZING THE EDIT

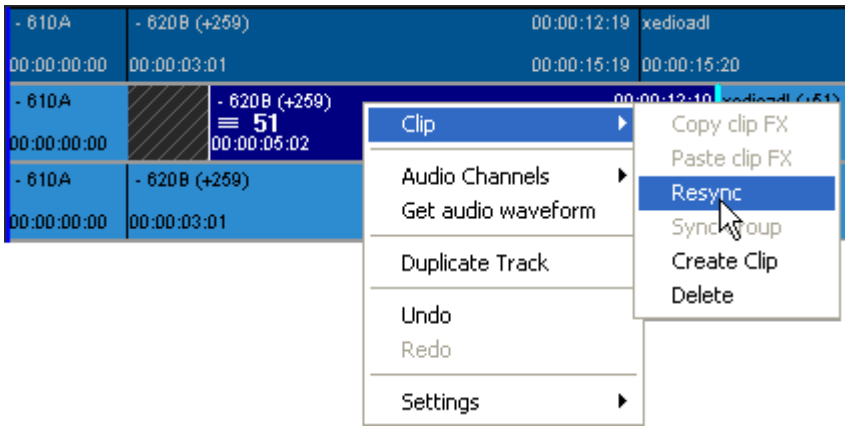
7.7.1 RESYNCHRONIZING ASSOCIATED CLIP ELEMENTS

When an audio element becomes desynchronized from its associated video, it will turn red (by default) and display the offset value:

Desynchronized Element:



To resynchronize the element, right-click the element and select **Clip** > **Resync** form the contextual menu



7.7.2 REMOVING BLANK AREAS ON A TIMELINE

PROCEDURE

When the edit contains common empty areas on all the video and audio tracks, you can remove these using the **Blank Clear** button . This option keeps the synchronization between the different tracks.

To remove common blank areas on a timeline, proceed as follows:

1. Ensure that all the tracks are selected in the timeline with the Track Selection check box in front of each track.
2. Position the nowline on the left of the blank area to be removed.
3. Click the **Blank Clear** button or press

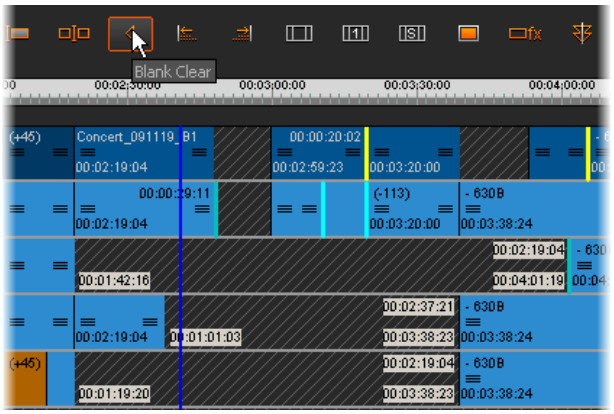
.

The common empty zones are deleted.

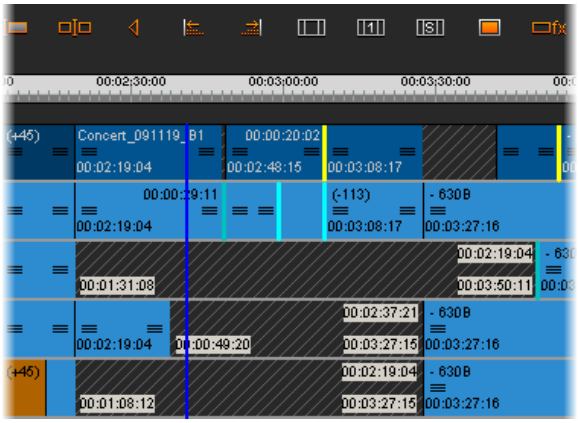
EXAMPLE

In the example below, the **Blank Clear** button is used to remove the blanks common to all tracks:

Before



After



7.7.3 ALIGNING ELEMENTS ON A REFERENCE ELEMENT

You can align left or right one or more elements on a reference element with the or :

- A left alignment means you will align the IN point of the elements on the IN point of the reference element.
- A right alignment means you will align the OUT point of the elements on the OUT point of the reference element.

The elements which are aligned will overwrite existing material on the timeline.

To right or left align elements on a reference element, proceed as follows:

1. Using CTRL + click, select:
   a. first the elements to align,
   b. last the reference element (on which the other elements should be aligned).

2. Do one of the following:
   - To align left, click the button.
   - To align right, click the button.

7.7.4 SPLITTING AN ELEMENT IN THE TIMELINE

Clicking the **Split** button or pressing will splits any element at the current position of the nowline. Only the elements on the tracks ticked with the **Track Selection** check box will be split.

7.7.5 GROUPING ELEMENTS IN A SYNC GROUP

INTRODUCTION

If a clip has elements including both video and audio when placed on the timeline, synchronization between the elements is maintained and any desynchronization is shown by displaying the audio in red.

However, sometimes it is necessary to synchronize elements on the timeline that has no previous association, for example to add real time synchronized audio to a slow motion replay or keep a synchronized relationship between a music track and certain video elements.

PROCEDURE

To define a synchronized group of elements, proceed as follows:

1. Select the group of elements to be synchronized.
2. Right click on the mouse and select **Clip** > **Sync Group** from the contextual menu.

When the group of synchronized elements is defined, the audio elements which are moved compared to the synchronized video element will be displayed as desynchronized elements (red).

To see the group of audio elements grouped and synchronized with a video element, press SHIFT and click the requested video element.

You can remove an element from a sync group by redefining the sync group without this element.

7.8 CUE POINTS

7.8.1 INTRODUCTION

The cue points are reference marks that can be placed in the timecode bar wherever needed in the edit. Their primary goal is to mark the edit with a visual flag and, optionally, a description of the event, and therefore to ease the access to a precise position on that edit.

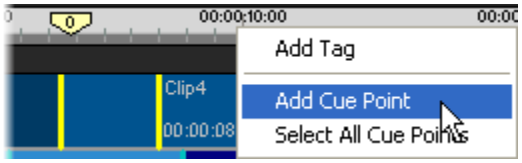
They are represented by a yellow triangle with their number written in them. Each logged event contains a timecode, a label and a description.

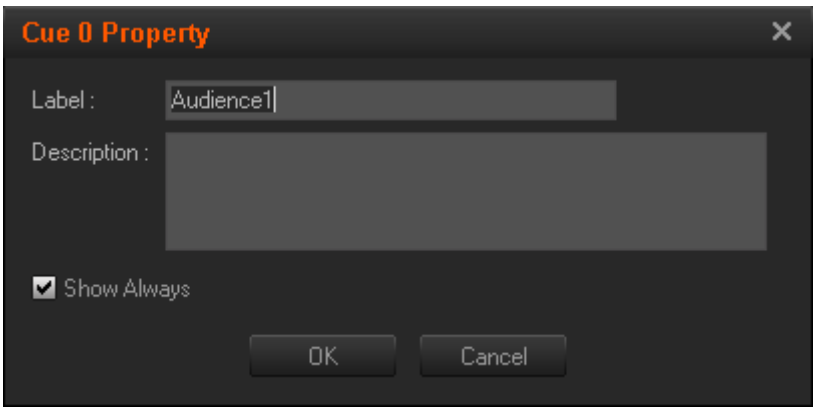
7.8.2 HOW TO ADD CUE POINTS

To create a cue point, proceed in one of the following ways:

- Position the nowline where you want to place the cue point, press

, followed by a number on the keypad, and then press ENTER.
- Right-click on the timecode bar, and select **Add Cue Point** from the contextual menu.





To create a cue point rapidly when an edit is being played:

Press

7.8.3 How To Go to and Select Cue Points

To go to a defined cue point:

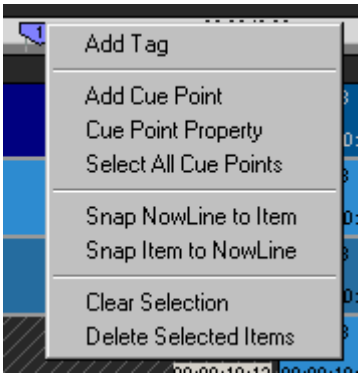
- Press the cue point number on the keypad, and press ENTER.

To select a specific cue point

- Click the cue point on the Media bar.

  The cue point will turn purple when selected.

7.8.4 Contextual Menu for Cue Points



The contextual menu of the timecode bar gives in addition some options for the tags and cue points, when they are selected.

To move the nowline to the cue point on which you have right-clicked, select the Snap Nowline to Item command. You can also press the number corresponding to the cue point on the keypad and validate with ENTER.

To move the cue point on which you have right-clicked to the nowline position, select the Snap Item to Nowline command.

7.9 EXTENDING OR SHORTENING CLIPS

7.9.1 INTRODUCTION

It is possible to extend or to shorten the duration of a clip previously added to the edit, by modifying the IN or OUT point. The material from the original media will be used to extend the clip, if available. The Overwrite or Insert modes are taken into account in extend actions.

This can be done in different ways:

- using one of the **Extend** editing buttons on the timeline: , ,
- dragging the media on the timeline itself.

7.9.2 EXTEND MODES

Different extend modes are available to achieve slightly different results:

Function	Function Name and Description
Extend	The **Extend** button allows extending or shortening a clip on the selected track(s), modifying its IN or OUT point to a position defined by a mark IN or mark OUT on the timeline. See also the section 7.9.3 'Extending or Shortening a Clip', on page 128.
Extend Still	The **Extend Still** button allows: • extending the IN point of a selected video element as a still frame (0% motion) up to a mark IN defined before the IN point. • extending the OUT point of a selected video element as a still frame up to a mark OUT defined after the OUT point. See also the section 7.9.4 'Extending a Clip with a Still Frame', on page 130.
Extend Speed	The **Extend Speed** button allows: • extending the IN point of a clip up to a mark IN defined, without modifying its content. • extending the OUT point of a clip up to a mark OUT defined, without modifying its content. The effect achieved is a slow motion or fast motion clip. See also the section 7.9.5 'Extending or Shortening a Clip by Modifying its Speed', on page 131.

7.9.3 EXTENDING OR SHORTENING A CLIP

DEFINITION AND VARIATIONS

The **Extend** function shortens or extends the duration of an element or a clip to a mark IN or mark OUT defined, using the content of the original media if available.

If the original media does not include additional material, this will not be possible to extend the selected elements or clip.

You can perform one of the following actions:

- Extend the IN point of a clip
- Extend the OUT point of a clip
- Shorten the IN point of a clip
- Shorten the OUT point of a clip

HOW TO EXTEND OR SHORTEN A CLIP USING THE EXTEND BUTTON

Procedure

To extend or shorten selected elements or clip, proceed as follows:

1. If required, change the Overwrite or Insert mode clicking the button.
2. Depending on whether you want to extend or shorten the selected elements or clip on its IN or OUT point, do one of the following:
   a. To extend the IN point, place a mark IN before the IN point to be extended.
   b. To extend the OUT point, place a mark OUT after the OUT point to be extended.
   c. To shorten the IN point, place a mark IN after the IN point to be shortened.
   d. To shorten the OUT point, place a mark OUT before the OUT point to be shortened
3. Select the elements or clip to be extended or shortened.
4. Press the **Extend** button .

The IN or OUT point of the elements or clip that had to be extended or shortened has been moved and the possible additional material has been retrieved from the original media.

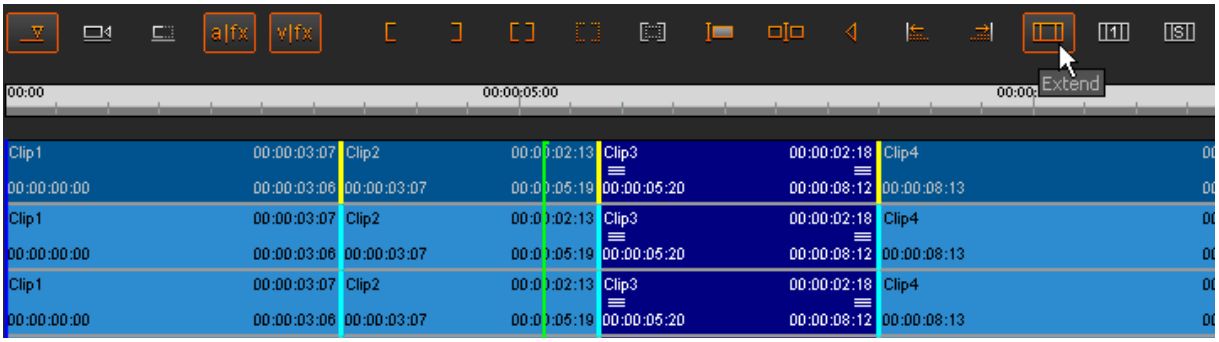
Note

If there are both, an IN and an OUT point on the edit, a popup window will ask the operator to choose to which mark he wants to extend the element selected.

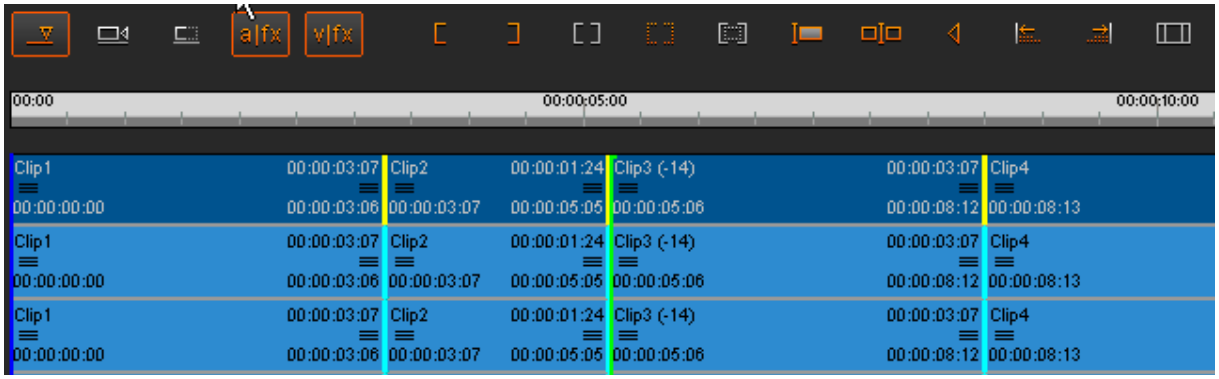
Example

In the example below, you work in Overwrite mode and want to extend the IN point of the clip called 'Clip3'.

To do this, you select the clip to be extended and place a mark IN where you want the IN point of the clip to be extended to.



The screenshot below shows the extended clip:



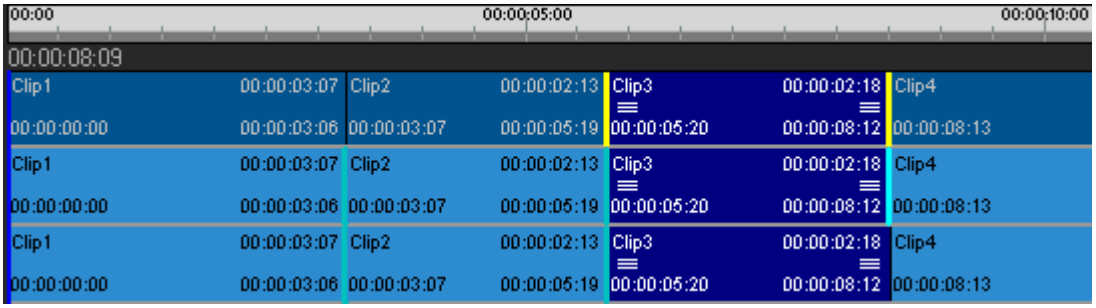
How to Extend or Shorten a Clip Using a Drag Operation

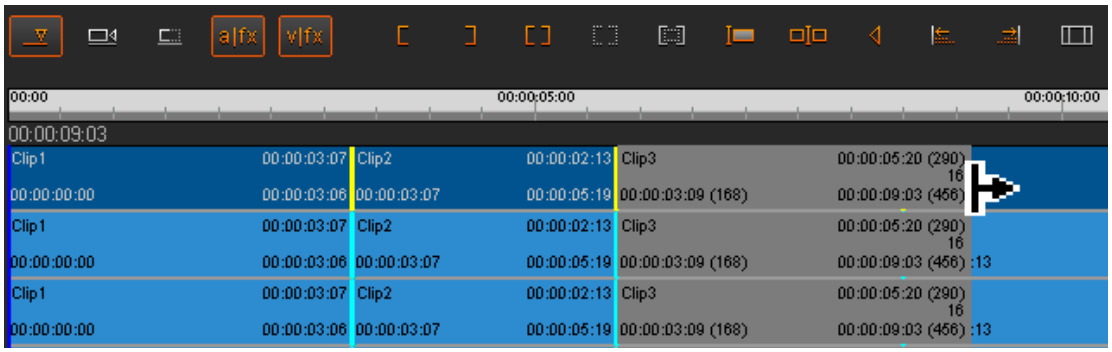
To extend or shorten selected elements or a clip on the IN or OUT point using a drag operation, proceed as follows:

1. If required, change the Overwrite or Insert mode clicking the button.
2. Select the elements or clip to be extended or shortened.
3. Position the mouse cursor over the 3 lines symbol near the IN or OUT point of the clip and drag the clip edge to the required position on the timeline.
4. Release the mouse.

Example

In the example below, you work in Overwrite mode and want to extend the OUT point of the clip called 'Clip3'.





7.9.4 EXTENDING A CLIP WITH A STILL FRAME

The **Extend Still** function repeats only the first/last frame of a clip up to the modified IN or OUT point.

To extend a clip with a still frame, proceed as follows:

1. If required, change the Overwrite or Insert mode clicking the button.
2. Select the video element to be extended with a still frame.
3. Do one of the following:
   a. To extend the IN point, place a mark IN before the IN point of the selected element.
   b. To extend the OUT point, place a mark OUT after the OUT point of the selected element.
4. Click the **Extend Still** button .

The clip is extended and the extended area is filled in with the first frame of the clip (when the IN point has been extended) or with the last frame of the clip (when the OUT point has been extended).

Note

Increasing the length of a video element by dragging the element edge and pressing SHIFT simultaneously will extend the element with a still frame.

This is done in the same way as the normal Extend operation explained in 'How to Extend or Shorten a Clip Using a Drag Operation', on page 129.

7.9.5 EXTENDING OR SHORTENING A CLIP BY MODIFYING ITS SPEED

The Extend Speed function keeps the original length of the clip but modifies the play speed to fit in the modified IN or OUT point. In this case a rendering is needed.

To extend or shorten a clip by modifying its speed, proceed as follows:

1. If required, change the Overwrite or Insert mode clicking the button.
2. Select the video element to be extended or shortened by modifying the play speed.
3. Do one of the following:
   a. To extend the IN point, place a mark IN before the IN point to be extended.
   b. To extend the OUT point, place a mark OUT after the OUT point to be extended.
   c. To shorten the IN point, place a mark IN after the IN point to be shortened.
   d. To shorten the OUT point, place a mark OUT before the OUT point to be shortened
4. Click the Extend Speed button .

The clip is extended or shortened without adding or removing video material but its play speed is adapted to fit between the modified IN or OUT point.

Note

Increasing or reducing the length of a video element by dragging the element edge and pressing ALT simultaneously will create a fast or slow motion clip.

This is done in the same way as the normal Extend operation explained in 'How to Extend or Shorten a Clip Using a Drag Operation', on page 129.

7.10 CREATING FAST MOTION CLIPS

7.10.1 VARIOUS WAYS TO CREATE FAST MOTION CLIPS

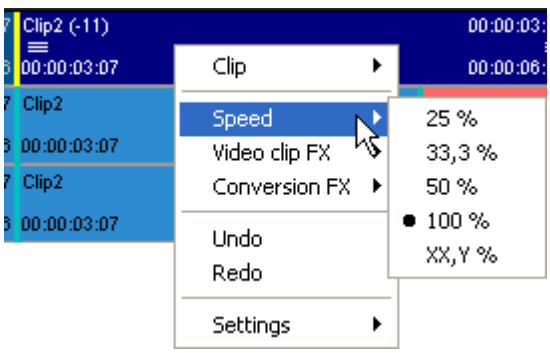
Fast motion clips can be created using one of the following methods:

	Method	See section
1.	Defining the speed from the clip contextual menu, with the **Speed** command.	7.10.2 'Modifying the Playback Speed of a Clip Using the Speed Command', on page 132.
2.	Using the **Extend Speed** button	7.9.5 'Extending or Shortening a Clip by Modifying its Speed', on page 131
3.	Dragging the transitions while pressing the ALT key	7.9.5 'Extending or Shortening a Clip by Modifying its Speed', on page 131
4.	Using the **Fit to Fill** feature (also called 4-point edit)	In 'Placing a Clip Between Mark IN and Mark OUT (Fit to Fill)', on page 112.

7.10.2 MODIFYING THE PLAYBACK SPEED OF A CLIP USING THE SPEED COMMAND

PROCEDURE

To change the speed of a clip, select the video element of the clip to change, right-click it, and select **Speed** from the contextual menu. You can do one of the following:



- Select a preset speed (for slow motion clips) in the available list

- Click the XX.Y% option and enters the required playback speed in the dialog box that opens.

RESULT

Once the speed has been changed, the length of the video element is adapted accordingly and will show a square pattern to indicate the clip speed has been adjusted.

The modified speed is displayed next to the element name:

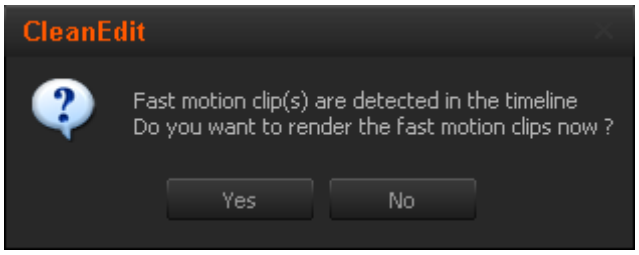
In Overwrite mode, this may remove material after the clip.

When the clip speed exceeds 100%, you need to render the clip, using the button. For more information on fast motion clips, refer to the section 7.10.3 'Rendering Fast Motion Clips', on page 133.

7.10.3 RENDERING FAST MOTION CLIPS

You should render fast motion clips: The **Rendering** button is enabled above the timeline as soon as a fast motion clip is detected in the timeline.

When you check an edit with fast motion clips that have not yet been rendered, the following message will be displayed:



Selecting **Yes** will render the fast motion clips immediately, selecting **No** will leave them as such (not rendered). The transcoding codec used for the rendering of a fast motion clip is set in Xedio Manager.

The name of the rendered file follows the pattern below:

`FM_IdMediaOrigin_tcInMedia_tcOutMedia_speed_GUID_[lr/hr].[ext]` where:

IdMediaOrigin	= ID of the original media
tcInMedia	= TC IN (in HHMMSSFF)
tcOutMedia	= TC OUT (in HHMMSSFF)
speed	= Speed (in %)
GUID	= Unique identifier (GUID)
lr/hr	= Resolution: either lr (lo-res) or hr (hi-res)

.ext = File format depending on the codec type

Note

Before launching a Fast Motion Rendering process, when working with the low resolution, you need to make sure the high-resolution media files are also available on the main storage.

If the high-resolution file is missing, a popup window appears to inform you the high-resolution file is not available. You need to restore this file from the Archive before launching the rendering.

7.11 TRIMMING EDIT POINTS ON THE TIMELINE

7.11.1 DEFINITION AND ACCESS TO TRIM AREA

The Trim functions (also called Roller functions) consist of adjusting the IN or OUT point of a timeline element or clip. This function is used to fine-tune transitions between two elements after you have performed the first rough cuts.

The Trim function will shorten or lengthen the element that is in trim mode. The length of the following or previous element will be impacted in Overwrite mode.

To display the Trim area, press the button located between the Player and Recorder areas. If a trim is not allowed at an edit point, the buttons will not be active.

7.11.2 OVERVIEW ON THE TRIM FUNCTIONS

The following table shows an overview on the various buttons available in the Trim area. Refer to section 'Activating the Trim Functions' on page 136 to know how to activate the functions.

Button	Description
	The **Trim OUT** button allows the user to modify the OUT point of the clip before the transition.
	The **Trim IN** button allows the user to modify the IN point of the clip after the transition.
	This **Roll Transition** button allows the user to modify both the OUT point of the clip before the transition AND the IN point of the clip after the transition.
	During a trim operation, the two central counters provide precise information on the number of frames that will be trimmed. The meaning of the figures differs whether you are performing: • a Trim OUT, Trim IN, Roll Transition on one hand • a Roll Clip on the other hand
	The **Save** button confirms and applies the trim operation to the edit.
	The **Cancel** button cancels the trim operation.
	The **Roll Clip** button allows the user to modify the IN and the OUT points of the selected clip, leaving its length unchanged.

Button	Description
	The Match Frame button allows the user to retrieve the original media that contains the image displayed in the Recorder and load this same image in the Player.
	The RET button allows the user to load, in the Player, the EVS Server record train that contains the image displayed in the Recorder.

7.11.3 TRIMMING OR ROLLING AROUND THE CLIP TRANSITION

INTRODUCTION

The three upper buttons make it possible to trim around a clip transition. The following table describes what the buttons are used for.

Button	Description
	The Trim OUT button allows the user to modify the OUT point of the clip before the transition: • by adding a frame to it when you click the button. • by removing a frame to it when you press SHIFT and click the button simultaneously.
	The Trim IN button allows the user to modify the IN point of the clip after the transition: • by adding a frame to it when you click the button. • by removing a frame to it when you press SHIFT and click the button simultaneously.
	This Roll Transition button allows the user to modify both the OUT point of the clip before the transition AND the IN point of the clip after the transition. This function 'rolls' the transition: • on the right when you click the button. • on the left when you press SHIFT and click the button simultaneously.

ACTIVATING THE TRIM FUNCTIONS

These buttons are only available when the nowline is located on a transition *common to all selected* tracks. For each track unused on the transition, the corresponding Track Selection check box must be cleared.

When you first use one of the Trim functions, it changes the configuration of the Player and the Recorder preview windows:

- The Player displays the last frame of the clip before the transition.
- The Recorder displays the first frame of the clip after the transition.

How to Trim Around the Clip Transition

To trim around the clip transition, proceed as follows:

1. Place the nowline on the transition you want to trim.

   The **Trim** buttons become active.

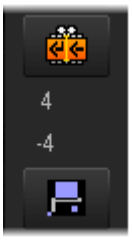
2. Click the **Trim** button corresponding to the requested trim action.

   The last frame of the clip before the transition is loaded onto the Player.

   The first frame of the clip after the transition is loaded onto the Recorder.

   The counters are initialized to 0.

3. Click the requested **Trim** button as many times as the number of frames you want to trim the transition.

   The upper counter specifies the number of frames that will be added to (move to right) or removed from (move to left) the end of the clip before the transition.

   The lower counter specifies the number of frames that will be added to (move to left) or removed from (move to right) the beginning of the clip after the transition.

4. Once the trim action has been defined, you can

   - confirm the trim action by clicking
   - reinitialize the trim operation by clicking

When you confirm the trim action, it is applied to the relevant clip, the counter information disappears.

7.11.4 Rolling a Clip

Introduction

The button makes it possible to roll a clip, which means to modify the IN and the OUT points of the selected clip, leaving its length unchanged.

This function 'rolls' the clip:

- on the left when you click the button:

  This adds frames at the beginning of the clip and removes the same number of frames at the end.

- on the right when you press **SHIFT** and click the button simultaneously:

This removes frames at the beginning of the clip and adds the same number of frames at the end.

ACTIVATING THE ROLL CLIP FUNCTION

The **Roll Clip** button is only available when the nowline is located on a transition *common to all selected* tracks, and when the clip to be rolled is selected.

When you first use the **Roll Clip** button, it changes the configuration of the Player and the Recorder preview windows:

- The Player displays the first frame of the clip to be rolled.
- The Recorder displays the last frame of the clip to be rolled.

HOW TO ROLL A CLIP

1. Place the nowline before the clip you want to roll and select the clip.

   The **Roll Clip** button becomes active.

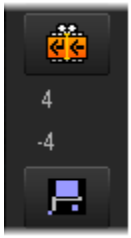
2. Click the **Roll Clip** button:

   The first frame of the clip is loaded onto the Player.

   The last frame of the clip is loaded onto the Recorder.

   The counters are initialized to 0.

3. Click the **Roll Clip** button as many times as the number of frames you want to roll the clip.



The upper counter specifies the number of frames the IN point of the clip will be shifted to the left (negative value) or to the right (positive value).

The lower counter specifies the number of frames the OUT point of the clip will be shifted to the left (positive value) or to the right (negative value).

4. Once the roll action has been defined, you can

   - confirm the action by clicking
   - reinitialize the operation by clicking

When you confirm the action, it is applied to the clip, the counter information disappears.

Note

Please refer to the keyboard shortcuts reference chart appended to this user manual for detailed assignments.

7.11.5 RETRIEVING THE SOURCE OF AN EDITED IMAGE

The images of the edit are previewed in the Recorder area. You can use the Match Frame button accessible in the Trim area to display the source of one of those images in the Player, and to have the entire corresponding original media available.

To retrieve the source of an edited image, proceed as follows:

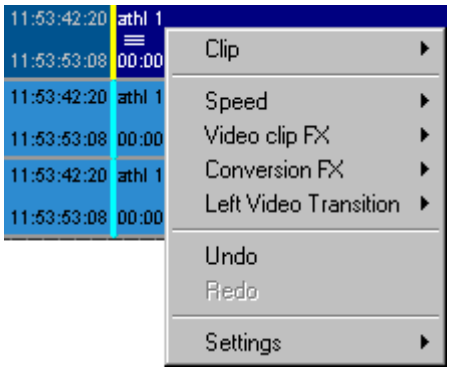
1. Display the desired image in the Recorder area.
2. Click the Match Frame button in the Trim area or press the Backspace keyboard key.

8. Advanced Video Editing

8.1 INTRODUCTION

The advanced video editing chapter will cover the effects which can be added to video clips, either on transitions, or on the clip elements themselves.

All these effects can be defined via the clip contextual menu. The contextual menu is available when you select a video element, and right-click on it.



8.2 VIDEO TRANSITION EFFECTS

8.2.1 WAYS TO ADD VIDEO TRANSITION EFFECTS

AUTOMATIC VIDEO TRANSITION EFFECTS

Once you click the

button to activate the VFX function, a default video transition is added to each new clip placed into the edit. By default, the default video transition is a mix.

You can modify the default video transition effect, as described in the section 8.2.2 'How to Modify the Default Video Transition Effect', on page 141.

MANUAL VIDEO TRANSITION EFFECTS

You can add transition effects 'manually', either to a specific transition or to all transitions located between a defined mark IN and mark OUT.

The following video transition effects are available: Cut, Mix, Wipe, Border Wipe, Dip to Color, RTD Effect.

To be able to define transition effects, you will right-click the video elements as

follows:

When you right-click …	The transition effect will be applied to …
near the IN or OUT point of a clip	the transition nearest to the mouse cursor.
between a defined mark IN and mark OUT	all the transitions between the marks.

This will give you access to the contextual menu and to the (Left/Right) Video Transition commands.

You can also remove the previously defined transition effects clicking the Clear All sub-command in the contextual menu.

For more information on how to define the transition effects, refer to the section 8.2.3 'How to Apply Video Transition Effects Manually', on page 141.

For more information on the various types of transition effects, refer to the section 8.2.4 'Possible Video Transition Effects', on page 143.

8.2.2 How to Modify the Default Video Transition Effect

The default transition is defined in Xedio Manager: Software > Parameter Profiles > (Xedio)CleanEdit > Timeline tab: DefaultVideoTransFx.

However, you can modify the default video transition effect as follows:

1. Right-click the icon and select Properties.

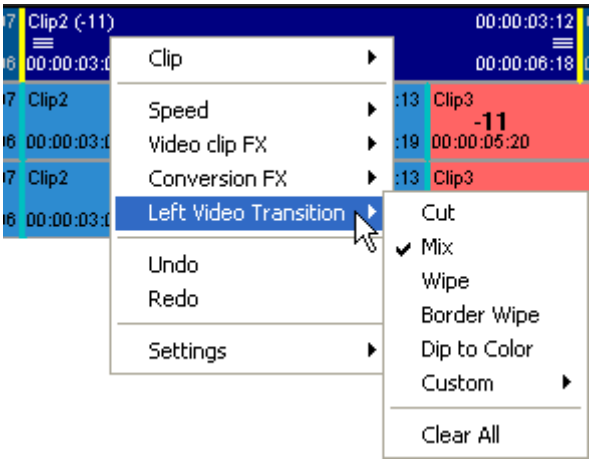
   The Video Transition Effect window is displayed.
2. Specify the requested default transition effect
3. Click OK.

The new transition effect is now the default transition associated with your user profile.

8.2.3 How to Apply Video Transition Effects Manually

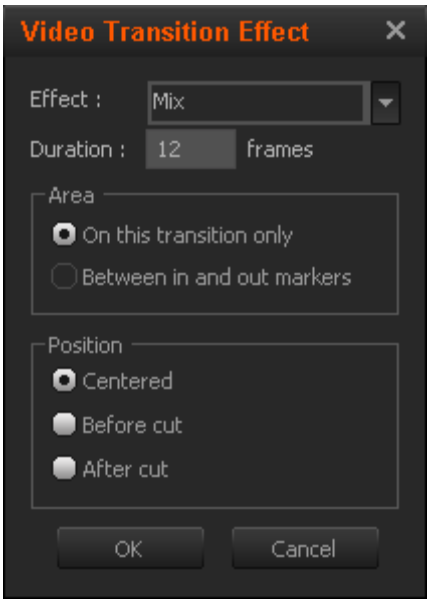
To apply video transition effects to one or several transitions, proceed as follows:

1. Select the transitions where to apply the effects in one of the following ways:
   - To define an effect on a single transition, position the mouse cursor next to the video transition on which you want to add the effect.
   - To define an effect on several transitions, add a mark IN and mark OUT beyond the relevant transitions.
2. Do one of the following:
   - Right-click to access the contextual menu and select the requested effect type in the (Left / Right) Video Transition command.



o Press .

The **Video Transition Effects** window opens. In this window, you can still select another effect. The fields will be adapted according to the selected effect. The definition of the transitions where the effect will be applied, in the Area group box, cannot be modified.



3. In the **Video Transition Effects** window, fill in the transition parameters to specify the duration, position and specific configuration of the transition effect.
4. Click **OK**.

A yellow vertical line is added on the transition where the effect has been added:

8.2.4 POSSIBLE VIDEO TRANSITION EFFECTS

This section presents the various transition effects that can be selected from the contextual menu. For all effects, a specific Video Transition Effect window will be displayed to specify the various parameters, such as duration, position, and possibly other configuration parameters.

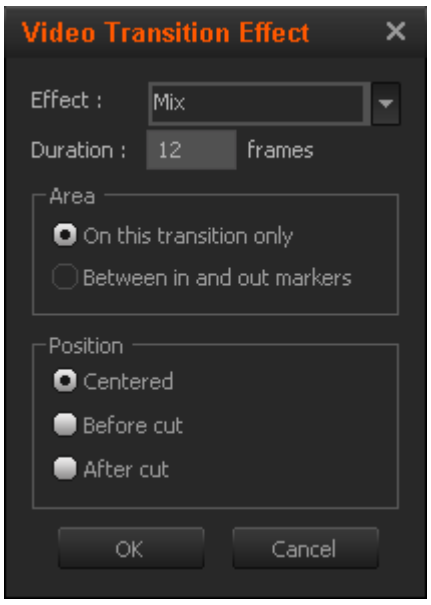
NONE

This option resets the transition into a cut.

MIX

The Mix transition provides a dissolve effect from the clip to the left of the joint to the clip to the right of the joint.

This option will open a dialog box to determine the parameters for the Mix effect.



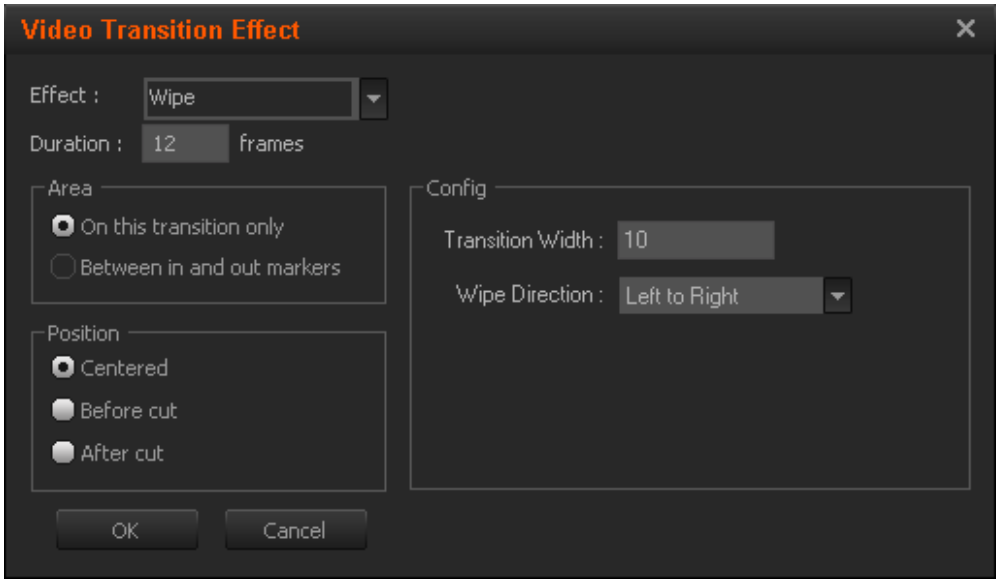
You need to define:

- the duration in frames
- the position of the mix:
  - before cut: on the clip before the joint
  - centered: centered on the joint
  - after cut: on the clip after the joint

WIPE

The Wipe transition is a gradual spatial transition from one video source to another, in which a vertical or horizontal border moves across the screen, to gradually replace the last images of the first clip with the first images of the next clip.

This option will open a dialog box to determine the parameters for the Wipe effect:



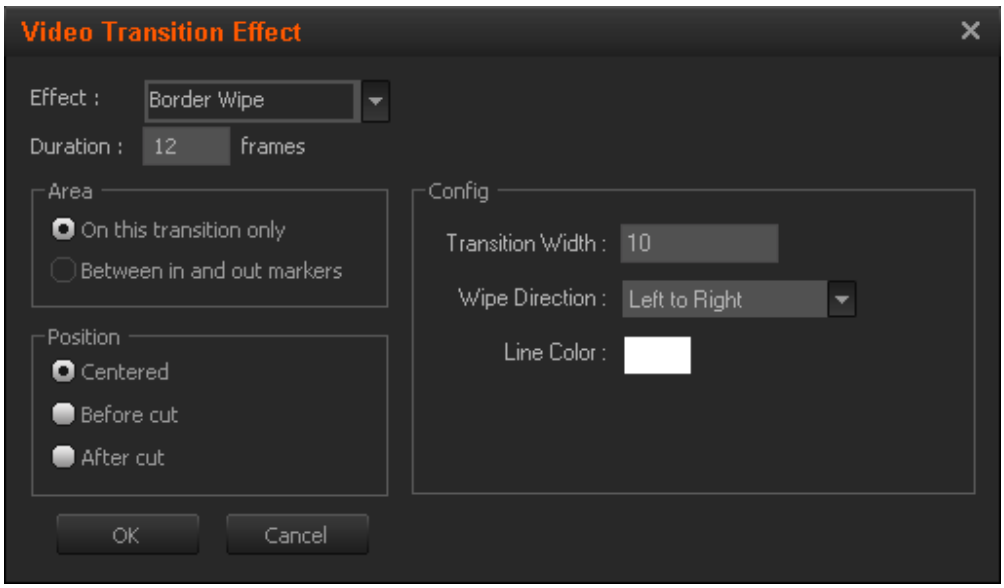
In addition to the effect duration and position, you need to specify:

- the transition width, i.e. the thickness of the line which separates the clip before and after the joint.
- the direction, i.e. from and to where the last image of the first clip will be wiped by the first image of the next clip.

BORDER WIPE

This is a wipe effect, on which a colored border is added to delimit the wipe effect on the image.

This option will open a dialog box to determine the parameters for the Border Wipe effect:



You can specify:

- the border width in the **Transition Width** field
- the border color, using a color chart, which opens when you click the colored rectangle in the **Line Color** field.

DIP TO COLOR

The **Dip to Color** blends the first clip into a selected color, and then blends the color into the next clip. A typical use would be to mix to white in between clips in an interview or as a dip to black in an edit.

This option will open a dialog box to determine the parameters for the Dip to Color effect:

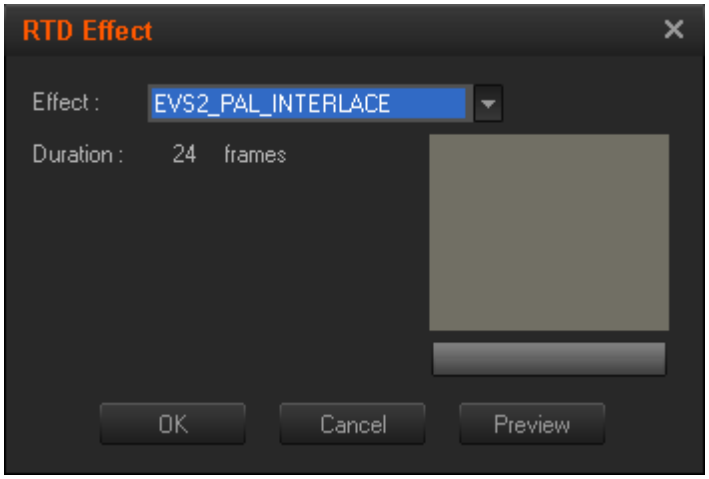
In addition to the effect duration and position, you need to specify:

- the color to be used in the transition from a basic color palette, which opens when you click the colored rectangle in the **Color** field.
- the length of the effect applied on the first clip (**Length In** field) and on the second clip (**Length Out** field).

CUSTOM

This allows the selection of a transition between the clips with a graphic "keyed" over it as in the example below.

When the custom menu is selected it shows a submenu to choose either an effect already used on the timeline or to find an effect file to load using a normal windows type file search.



Note

The files for the custom wipes must have already been imported into the database. Please see the RTD section of Media Importer tab to do this.

8.2.5 REMOVING TRANSITION EFFECTS

You can remove the transition effects that have been defined in the same way as you have defined them, that is to say:

1. Select the transitions on which to remove the effects in one of the following ways:
   - To remove an effect on a single transition, position the mouse cursor next to the video transition on which you want to clear the effect.
   - To remove the effects on several transitions, add a mark IN and mark OUT beyond the relevant transitions.
2. Right-click and select **(Left / Right) Video Transition > Clear All** from the contextual menu.

8.2.6 INSERTING BLOCKS OF COLOR FRAMES

You can insert one or more frames of a selected color between two clips.

To do this, proceed as follows:

1. Select the transitions on which to insert colored frames:
   - To select a single transition, position the mouse cursor next to the relevant video transition.
   - To select several transitions, add a mark IN and mark OUT beyond the relevant transitions.
2. Select the button.

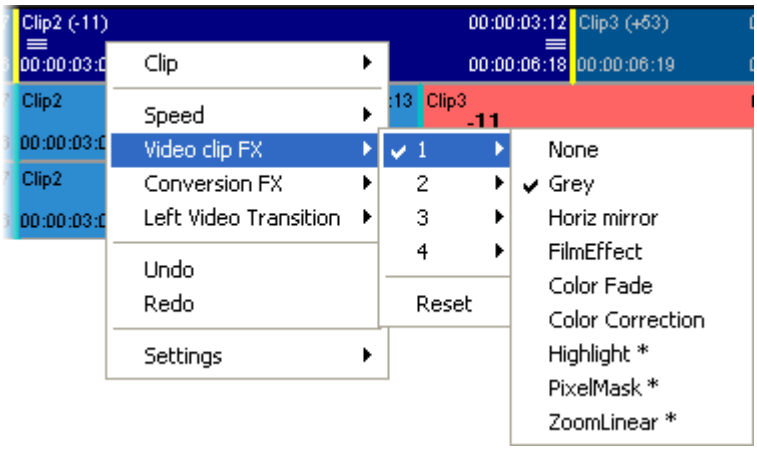
   This opens the Audio/Video Fx window.
3. In the Audio/Video Fx window, select the Color Insertion tab.

4. In this tab, select:
   - the requested color
   - the number of frames for the color insertion
   - the transitions where the insertion should be applied
5. Click OK.

8.3 VIDEO CLIP EFFECTS

8.3.1 INTRODUCTION

Up to four different video effects can simultaneously be applied on the video clips of an edit. You can define them via the **Video Clip FX** command in the contextual menu you access when right-clicking a selected video element in the timeline:



Some of video effects can be applied to a group of clips.

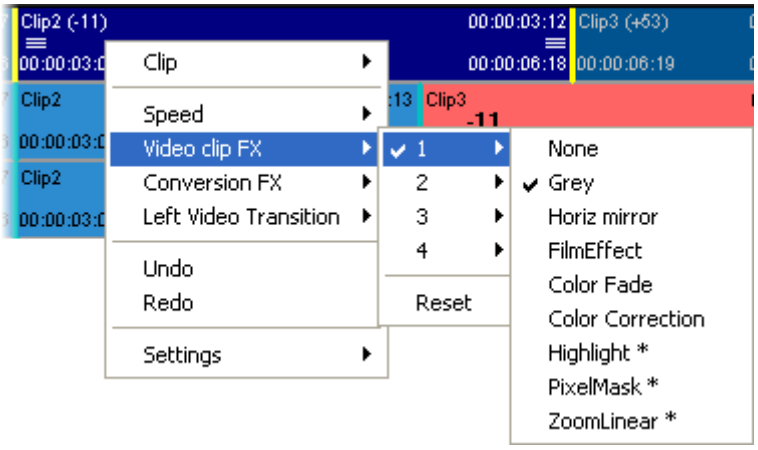
Other video effects (highlighted in the selection list with an asterisk *), can only be placed on a single clip at a time, as they involve setting a time within a clip to apply the effect (keyframe effects).

From the contextual menu, you can also remove the video effects using the **Reset** command.

8.3.2 HOW TO APPLY A VIDEO CLIP EFFECT

To apply video clip effects to one or several clips (for non key frame effects), proceed as follows:

1. Select the clips where to apply the effects in one of the following ways:
   - To define an effect on a single clip, position the mouse cursor next to the video transition on which you want to add the effect.
   - To define an effect on several clips, add a mark IN and mark OUT points to cover the clips to which the effects should be applied. The effects will be applied from the first clip where the mark IN point is defined, up to and including the last clip where the mark OUT is defined.
2. Right-click to access the contextual menu.



3. In the contextual menu, select the **Video Clip FX** command, then the number on which you want to define the effect, and finally the effect type you want to define.

   If specific parameters have to be defined for the effect, the dialog box related to the selected video clip effect is displayed. Otherwise, the effect is directly applied to the clip.

4. Fill in the requested parameters for the video clip effect.

5. Click **OK**.

The effect is applied to the video clip element, which turns to a darker blue color in the timeline display:

One or more clip effects can be copied from a clip to another one as explained in the section 8.3.6 'Copying and Pasting Video Clip Effects', on page 155.

Note

You can use the keyboard shortcut

to directly access the Clip Effect window. By default, the Video Effect window of the last created effect opens.

8.3.3 Simple Video Clip Effects

Grey, Horizontal Mirror and Film Effect

The following video clip effects are applied directly to the selected clips or to the clips between mark IN and mark OUT points as no additional settings need to be defined.

If you have defined marks, a dialog box will be displayed to allow you to change the clips on which the effect should be applied:

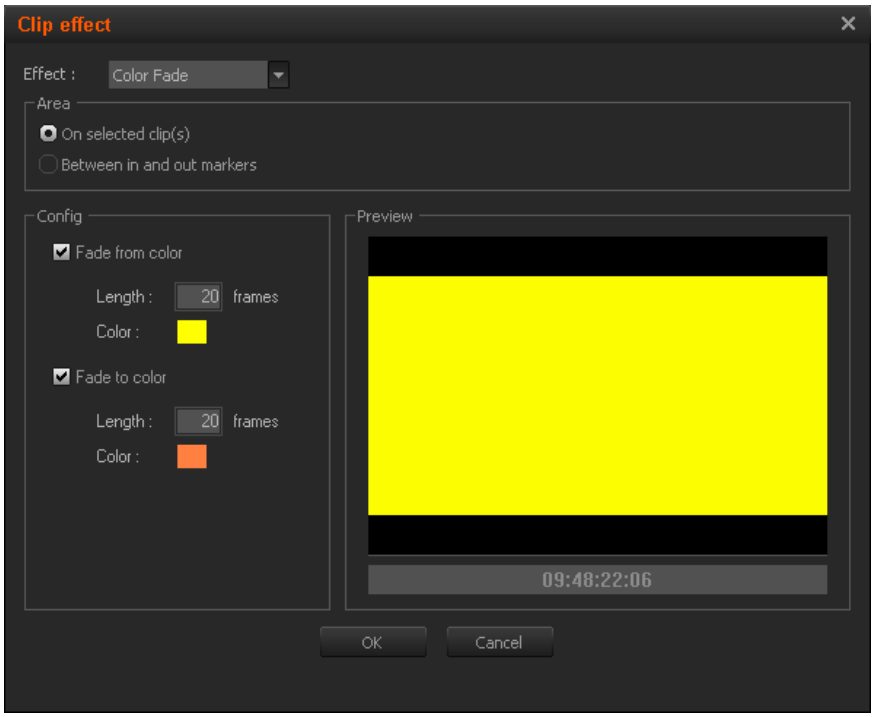
Video Clip Effect	Description
Grey (B&W)	This effect removes the color from a selected element.
Horiz(ontal) Mirror	This effect flips the image to a horizontal mirror of the original.
Film Effect	This effect adds a film like quality to moving pictures.

COLOR FADE

This effect allows the addition of a fade up at the beginning of a clip and a fade out at the end of a clip to a selected color. When you select this effect in the contextual menu, the window below is displayed.

The **Fade from color** parameters allow specifying the color fade up at the beginning of the clip.

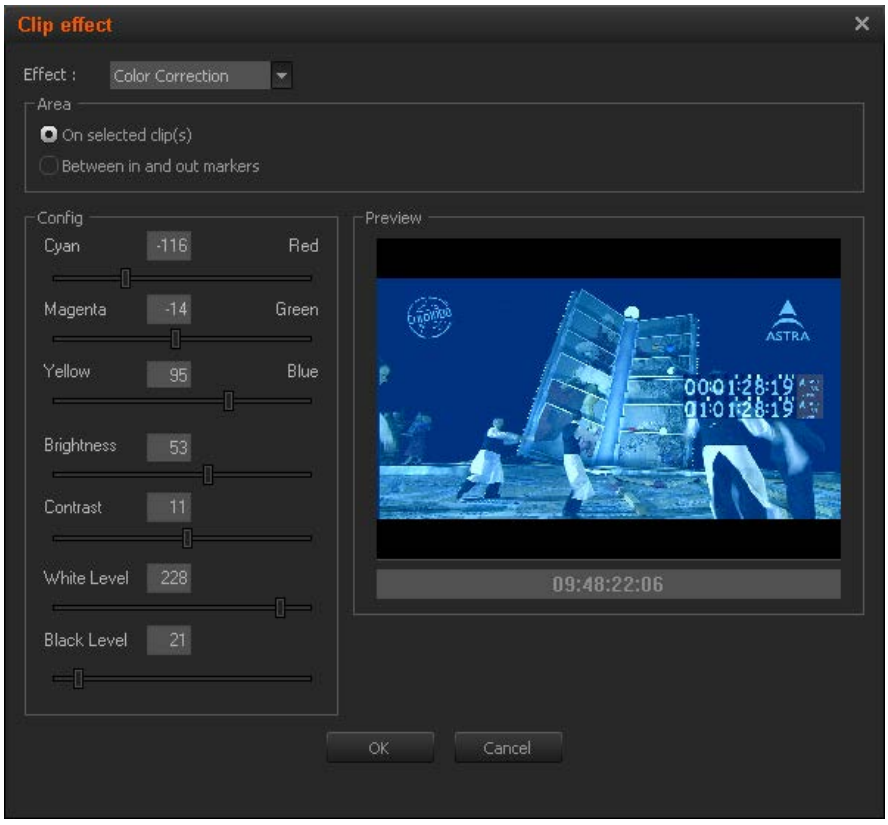
The **Fade to color** parameters allow specifying the color fade out at the end of the clip.



COLOR CORRECTION

This effect makes it possible to change the RGB parameters to adjust the color of an image. When you select this effect in the contextual menu, the window below is displayed.

To adjust the color, you need to slide the selectors for the three colors. You can also modify the brightness, contrast, black level, and white level.



8.3.4 VIDEO CLIP EFFECTS WITH KEY FRAMES

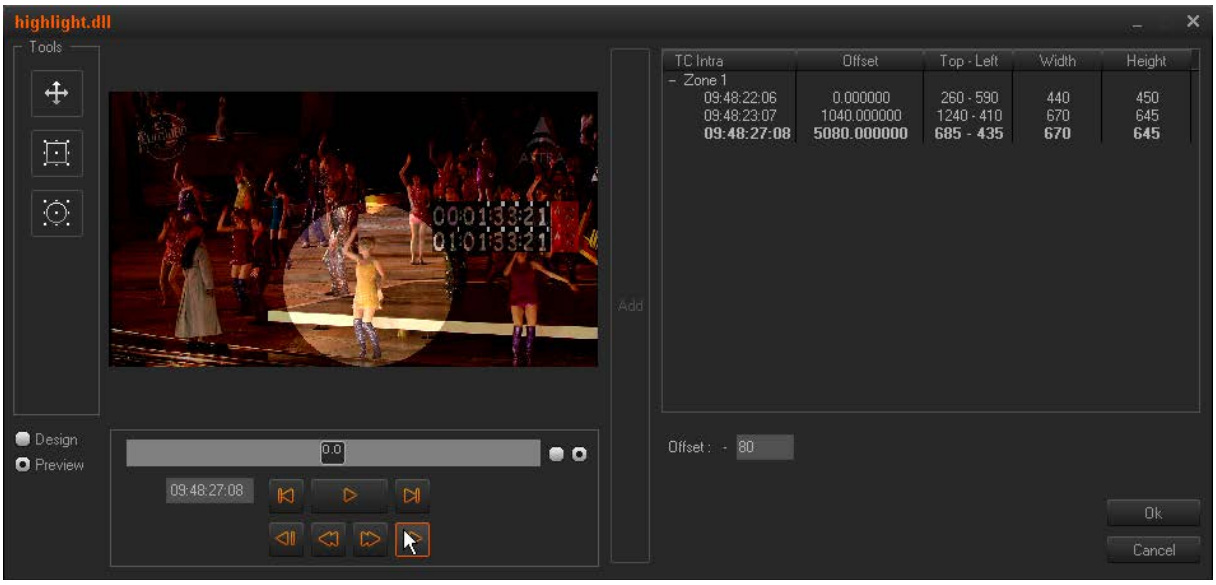
INTRODUCTION

These three options on the Video FX menu only appear for a single clip selection as they require keyframes to be added to the video element selected.

A keyframe is a drawing that defines the starting and ending points of a video effect. The addition of keyframes is a similar operation for all three effects and is detailed after briefly describing them.

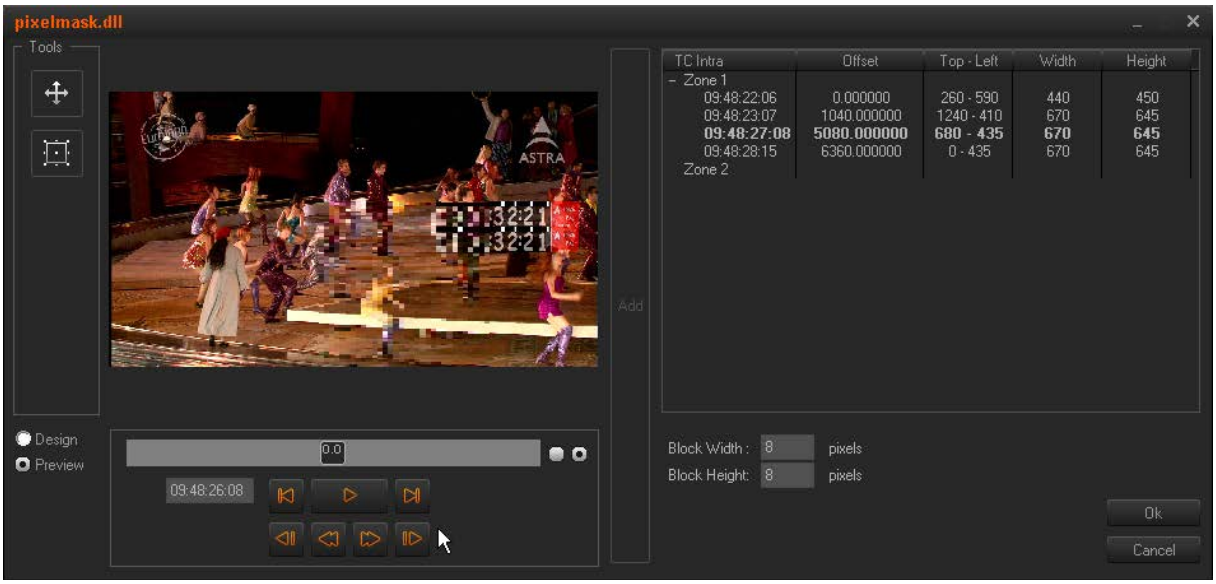
HIGHLIGHT

This option allows an object within the clip to be tracked over a period of time using a highlighted shape.



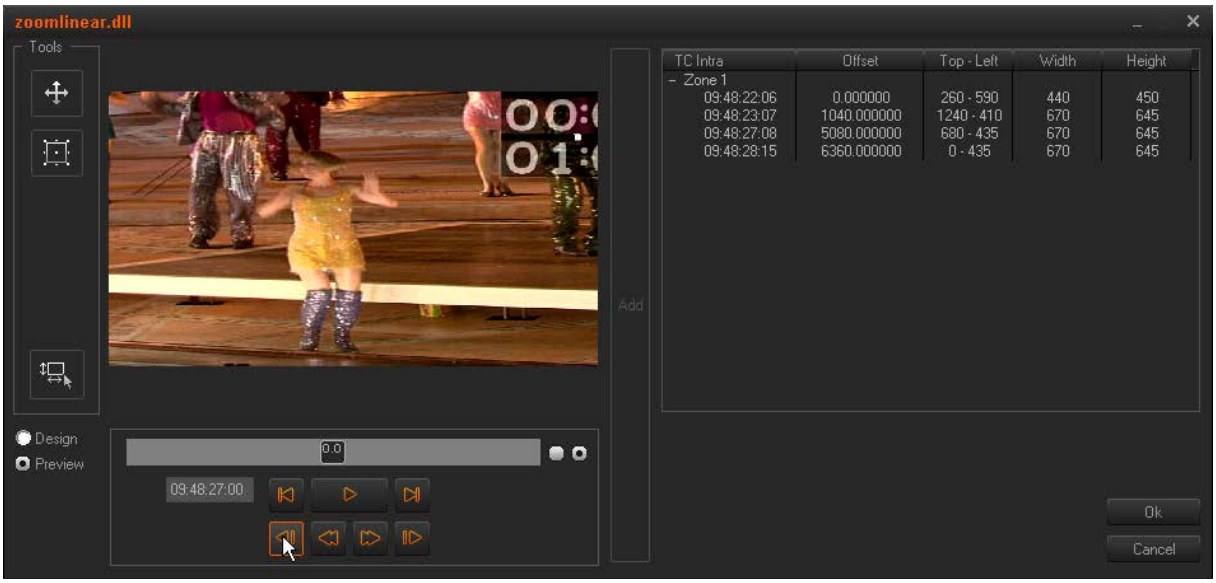
PIXEL MASK

This option allows an area within the clip to masked using a pixelation effect. The area can be tracked over the period required.



ZOOM LINEAR

This option allows an area within the clip to be zoomed or enlarged over the period required within a clip.

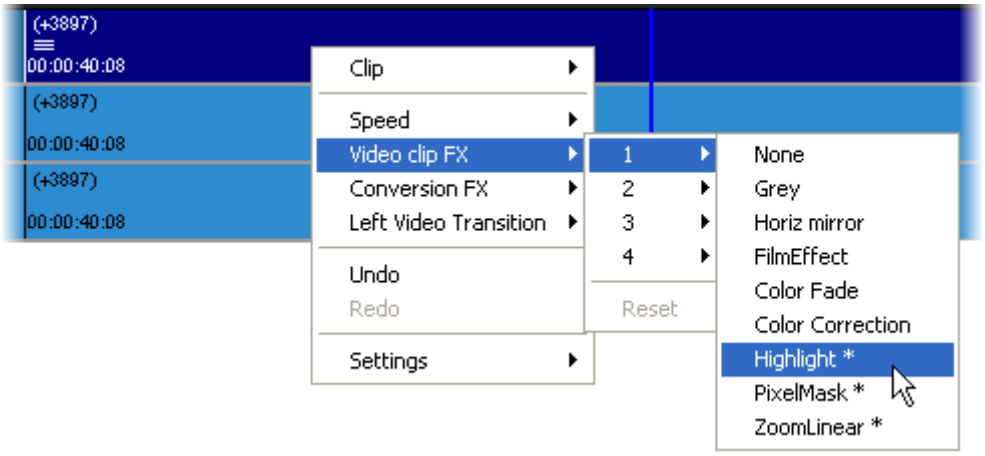


8.3.5 ADDING KEY FRAMES FOR AN EFFECT

Each effect window varies slightly to offer the necessary parameters, but the principal of operation and basic layout is the same for all.

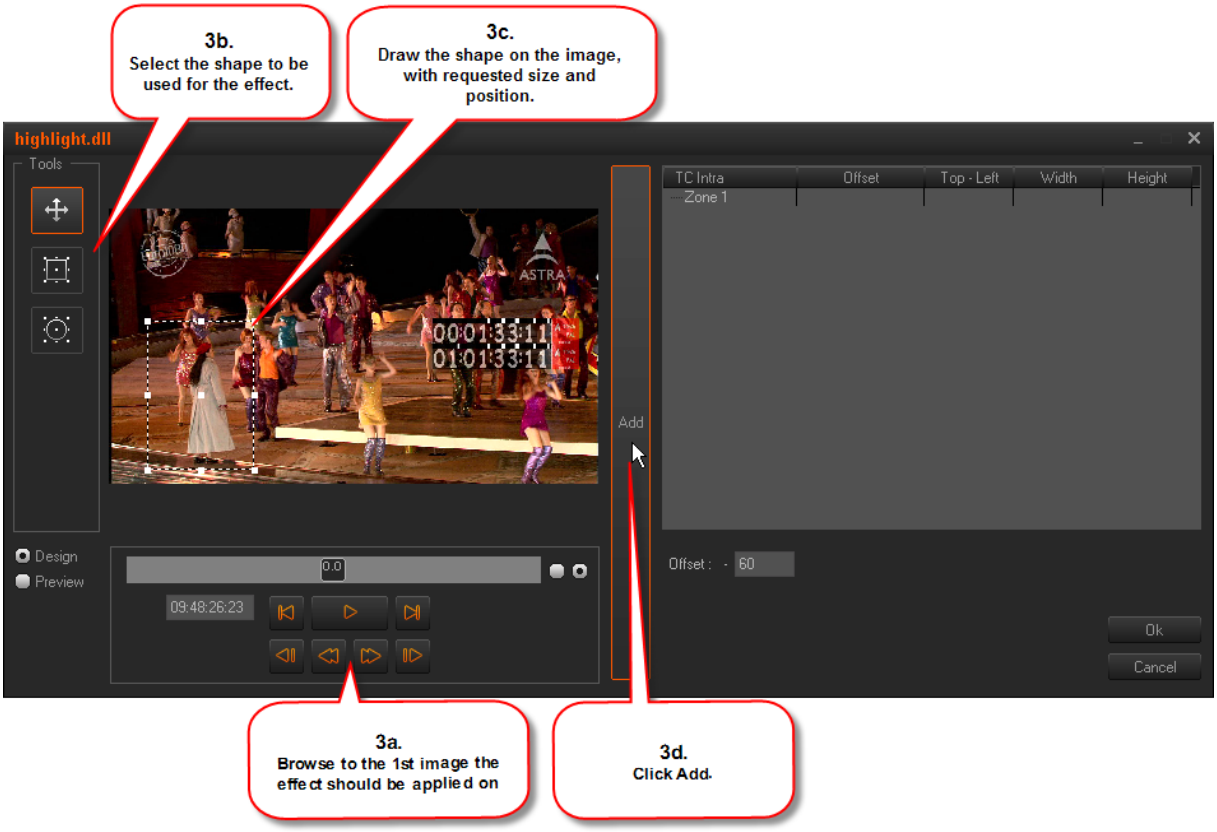
To add an effect with key frames (Highlight, Pixel Mask, Zoom Linear), proceed as follows:

1. Select the clip on which you want to define effects.
2. Right-click to access the contextual menu. Then select the **Video Clip FX** command, the number on which you want to define the effect, and finally an effect type you want to define.



The relevant window is displayed. By default, the Design mode is active. This is the mode to be used to define the effect.

3. Define how the effect should start on the first image as follows:



a. Using the transport commands, browse to the first image on which the effect should be applied.

b. In the Tools group box, select the shape you want to use for the area of the image to be highlighted, pixelated or zoomed.

c. Dragging the mouse, draw the shape on the image, with the requested size and position.

d. Click the **Add** button in the center of the window.

The data related to the effect on this timecode is added to the right part of the window.

4. Define how the effect should end on the last image as follows:

   a. Browse to the last image on which the effect should be applied.

   b. Adapt the position and size of the shape on the image to your needs.

   c. Click the **Add** button.

   The data related to the effect on this timecode is added to the right part of the window.

5. Specify the parameters related to the effect:

   a. For the highlight effect, you can change the default offset (contrast between highlighted area and surrounding area).

   b. For the pixelation effect, you can change the default size of the pixel blocks.

6. When the effect is defined, you can select the **Preview** radio button, and use the transport commands to have a preview of the defined clip effect.

7. Click **OK** to save the effect.

8.3.6 Copying and Pasting Video Clip Effects

Introduction

The same video clip effect (or set of effects) can be applied to several video clips in the timeline using the Copy and Paste functions.

The following principles apply to the Copy and Paste actions:

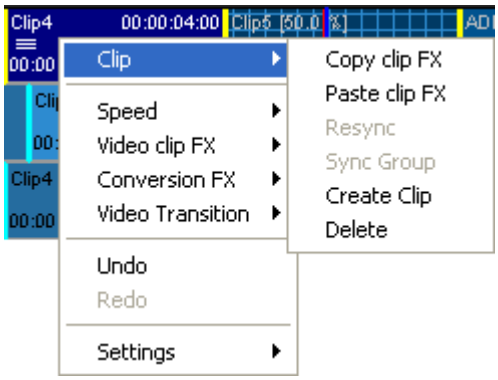
- The video clip effects that are copied are only those that:
  - are available in the Video clip FX contextual menu AND
  - do not require a keyframe effect.

  The other effects such as Speed or Conversion are not copied either.
- The Paste action resets and removes all existing effects already applied to the destination clips.

How to Copy a Video Effect

To copy a video effect, proceed as follows:

1. Select the clip with the already configured effects
2. Right-click to open the contextual menu
3. Select **Copy Clip FX**.



How to Paste a Video Effect

To paste these copied video effects, proceed as follows:

1. Select the clip you want to apply the copied effects to or set a mark IN and mark OUT points to cover the clips to which the effects should be pasted.
2. Right-click to open the contextual menu
3. Select **Paste Clip FX**.

8.4 CONVERSION EFFECTS

8.4.1 INTRODUCTION

Each clip can be converted by the software in Xedio CleanEdit to match the format that the timeline is using. Conversion can be from and to 4:3 and 16:9 with Pan & Scan and Letterbox modes supported.

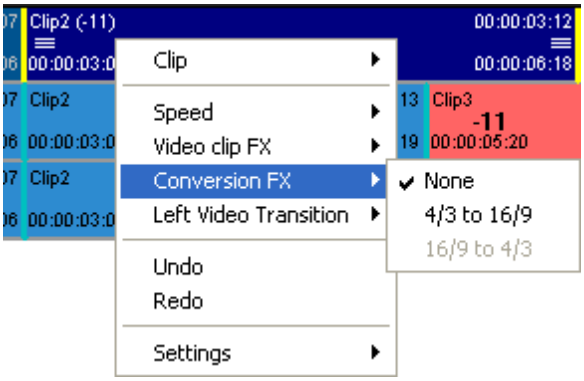
When you have created the Edit, you have selected the aspect ratio for the edit (or it was non-editable, as for 16:9 with HD video standards). Depending on the aspect ratio for the edit, you have selected a default conversion type.

You can change the mode used for the selected conversion type (for example PS, instead of the default conversion type which was LB), by adding a conversion effects to a clip or to several clips between a mark IN and mark OUT. You will not be able to change the conversion type itself since it is set at the beginning and has to remain unchanged in the whole edit.

8.4.2 CHANGING THE MODE FOR THE CONVERSION TYPE

To change the mode for the conversion type for one or several clips, proceed as follows:

1. Select the clips where to apply the effects in one of the following ways:
   - To define an effect on one clip, click the requested clip
   - To define an effect on several clips, add a mark IN and mark OUT that covers the first and the last clip.
2. Right-click to access the contextual menu.



3. Select **Conversion FX** and the required effect.

   The Clip Effect window opens:

4. In the Config. group box, select the mode to be used for conversion type
5. In PS mode, you can additionally select a Vertical Offset in 16:9 and also a Horizontal Offset in 4:3.
6. Click OK.

The mode and offset defined will be applied to the selected clips.

9. Editing in Place

9.1 OVERVIEW

The Edit in place feature allows the user to access and edit recorded A/V material directly from a camcorder, a drive or a VTR like a Sony XDCAM, a Panasonic P2 or a CANON Compact Flash inside CleanEdit without any delay or file transfer after connecting the device to his workstation or laptop. This feature is available through the Devices tab of the CleanEdit work area.

The Devices tab provides automatically the list of connected devices to the workstation. Selecting one or several devices should display their corresponding content (clips) in a specific workspace from where the user is able to browse and choose the desired A/V material for further editing.

The Devices tab interface consists of two areas. They are highlighted on the following screenshot and shortly described in the table below:

Area	Description
1. Source Device	This area displays the plugged-in devices and the media that has been automatically detected on the devices, as well as media from drives and folders which have been scanned by the users. See also the section 9.2 'Source Device Area', on page 161.

Area	Description
2. Workspace	This is the working area where you mainly perform the following actions: • Searching for the requested clips, potentially by applying search filters. • Loading, playing and editing the source clips to create sub-clips that will be added to a storyboard. See also the section 9.3 'Workspace Area', on page 162.

9.2 SOURCE DEVICE AREA

9.2.1 INTRODUCTION

When you open Xedio CleanEdit, the application automatically detects the plugged-in SD or HD devices (P2, XDCAM or XDCAM EX, CANON supports), and searches for media present on these supports.

USB devices and XF drives can be scanned, so their content is available for browsing, logging, rough-cut and export.

9.2.2 GENERAL DESCRIPTION

The Source Device area displays:

- the identified devices as the root branches of an expandable tree view and the detected media below the device on which it is stored. The path where the media is located is specified.
- the folders scanned by users and their sub-folders.

The check-boxes are used to specify the media to be displayed in the Thumbnail view and in the List view of the Workspace. See also 9.4 'Selecting Relevant Media', on page 168.

9.3 WORKSPACE AREA

9.3.1 INTRODUCTION

In the Workspace area, you will list, apply filters, browse and edit the media using one of the four possible views.

The user interface elements in the Workspace area differ depending on the view mode.

9.3.2 VIEW MODES IN THE WORKSPACE

You can select the requested view by clicking one of the view buttons at the bottom of the Workspace area:

View		Description
Thumbnail view		The Thumbnail view shows the thumbnails corresponding to the various source clips of the media selected in the Source Device area.
List view		The List view displays the list of source clips from the media selected in the Source Device area and gives access to the different filters which can be applied to restrict the list of clips displayed.
Clip Player view		The Clip Player view allows playing source clips.

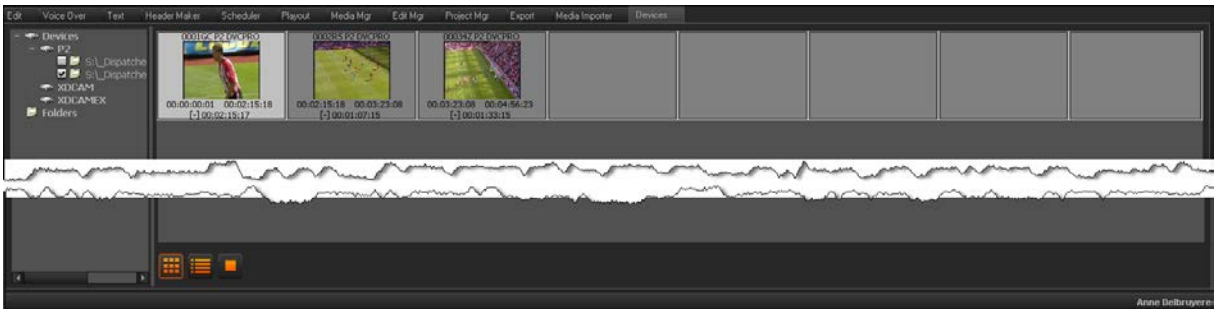
9.3.3 THUMBNAIL VIEW IN THE WORKSPACE AREA

PURPOSE

You will work in this view to select the cameras source clips you want to edit.

OVERVIEW

The Thumbnail view shows the thumbnails corresponding to the various source clips of the media selected in the Source Device area:



For each clip, the following metadata is displayed:

- the clip name (above the thumbnail)
- the TC IN, TC OUT, and duration of the clip in the source media (below the thumbnail)

Double-clicking a thumbnail opens the corresponding clip in the Clip Player view.

SELECTING TECHNIQUES

Several source clips can be selected to move them at once to a project (amongst the media or the clips or in an existing edit) . You can select them thanks to the usual commands:

- Press CTRL + click on the items for a selection of multiple non-contiguous items.
- Press SHIFT + click on the first and last item for a selection of multiple contiguous items.

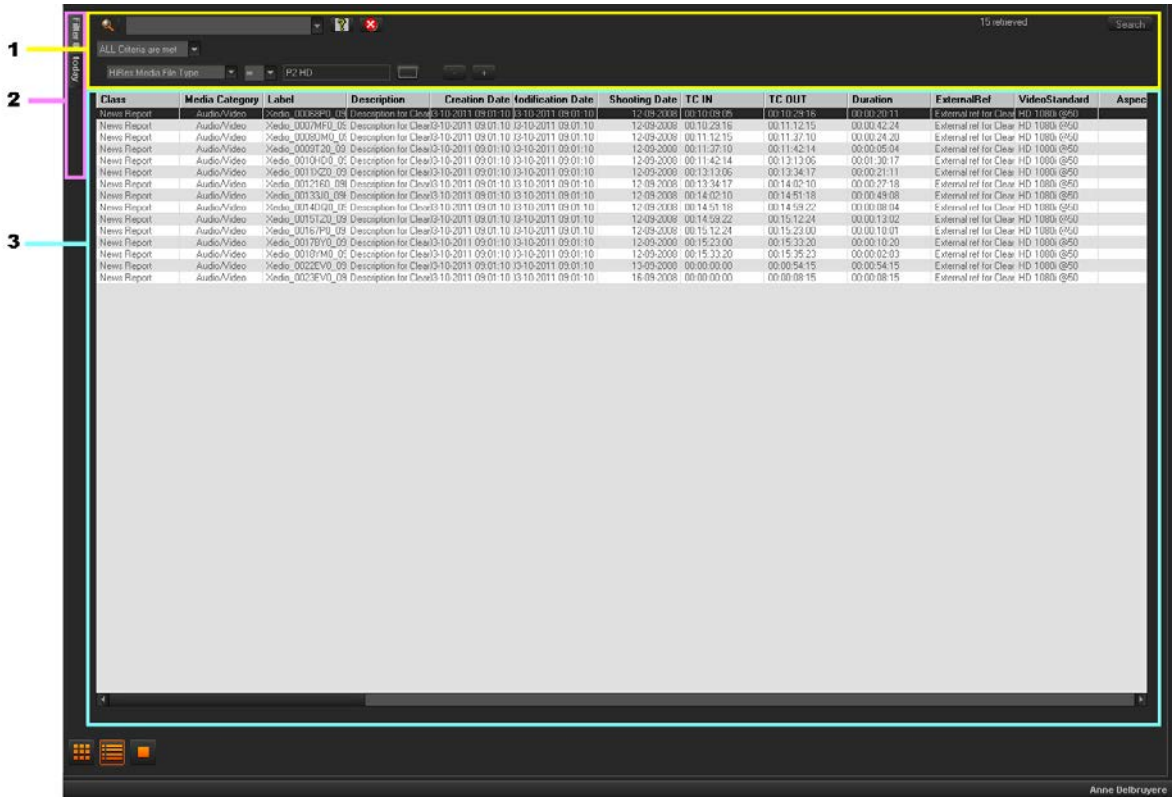
9.3.4 LIST VIEW IN THE WORKSPACE AREA

PURPOSE

You will preferably use this view to see the clips metadata when you work with drives / folders in the Device area.

OVERVIEW

The List view displays the list of all clips present in the selected media, and their associated metadata. Different filers can be applied to restrict the list.



The following table provides a short description of the various areas highlighted in the List view.

You will find more information on the List view in the section 9.4.3 'Searching for Clips within the List View', on page 170:

User Interface Element	Description	See also …
1. Search Tools	Provides a **Quick Text Search** field and **Advanced Filters** fields to restrict the list to specific data.	Sections 4.3.2 and 4.3.3
2. Saved Filters Tabs	Allows to save filters and to apply them later on.	Section 4.3.4

User Interface Element	Description	See also …
3. Element List	Displays the list of clips corresponding to the selected source in the Device area, or returns the result of a search applied to the list.	Next 2 sections

DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The Choose Displayed Columns option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element list.

The column width and order can be adjusted using standard computer commands and drag and drop techniques.

ELEMENT LIST CONTEXTUAL MENU

A contextual menu is available when you right-click on an item in the list:

Menu Item	Description
Play	Loads the clip in the Clip Player window to allow the clip to be browsed.
Render List	Opens the Render List window listing all types of rendering that have been done with the clip.
Archive History	Opens the Archive History window listing the archive and restore processes that were achieved for the selected clip.
View Properties	Opens the Media Properties window which shows the properties for the selected clip. If a default metadata profile has been defined for the media, a metadata tab is displayed and allows to modify the clip metadata values.

9.3.5 CLIP PLAYER VIEW IN THE WORKSPACE AREA

PURPOSE

You will work in this view to perform the following actions:

- Playing the source clips displayed in the thumbnail view.
- Preparing sub-clips to be added to a project.

OVERVIEW

The Clip Player is accessible via the Clip Player button .

The Clip Player view mainly consists of a media player and associated commands:

The various elements of the Clip Player user interface from the Devices tab are similar to those present in the Player area of the Edit tab. So, refer to section 6.2 'Player Area' on page 57 for detailed information.

The following table provides a short description of the various areas highlighted in the Clip Player view.

User Interface Element	Description
1. Video Display & Audio Meters	It displays the media loaded on the Player. Parameters related to the display are available via a contextual menu.

User Interface Element	Description
	The audio meters show the levels of the various audio tracks of the clip that is being played.
2. Track Selection buttons	The Track Selection buttons (little camera and triangle buttons) allow you to select the video and audio channels you want to include in the clip/sub-clip. The radio buttons displayed next to audio channel buttons allow you to select which audio track you want to monitor when you play the loaded clip in the Clip Player.
3. Jog and Media bar	The jog bar allows you to move within the media at a variable speed. The Media bar represents the clip currently loaded on the Player: • If the source clip is loaded on the Player from the thumbnail view, the IN and OUT points initially displayed are the ones of the source clip.
4. Editing and Transport commands/fields	The editing and transport buttons mainly allow you to perform the following actions: • Browse in and play the source clip loaded on the player. • Mark the IN and OUT points of the clip. • Navigate between the logs created on the clip loaded in the player.
5. View Mode buttons	These buttons allow you to change the View mode in the Workspace.
6. Next/Previous Clip buttons	These buttons allow you to move to the next or previous clip available in the Thumbnail view.

9.4 SELECTING RELEVANT MEDIA

9.4.1 DISPLAYING FOLDER CONTENT IN THE SOURCE DEVICE AREA

XF drives or USB devices containing media backed up from EVS video servers on an event location can be used in Xedio CleanEdit Devices tab.

HOW TO ADD AND SCAN A FOLDER

To display a folder content, proceed as follows:

1. In the Source Device area, right-click the Folders line.

   A contextual menu appears.
2. Select Add & Scan Folder.

   A window opens.
3. Type a device name.
4. Browse for the device folder to scan.
5. Click OK.

The folder is added to the Source Device area and its content is scanned and can be displayed in the Workspace area.

FOLDER DISPLAY PROPERTIES

To change the root folder display, right-click the Folders area in the Source Device area. A contextual menu gives you several display options:

Menu Option	Description
Device Label	This corresponds to the device name given during the Add & Scan Folder operation.
Folder Name	This corresponds to the name of the folder/volume.
Full Path	This corresponds to the folder full path (folder and its subfolders)
Folder – Path	This displays the folder name followed by the folder path.

MANAGING THE FOLDERS

A right-click on a folder opens a menu providing options to add a scan folder, to rescan the selected folder, to change the properties of the selected folder or to delete the selected folder.

9.4.2 LISTING CLIPS IN THE WORKSPACE AREA

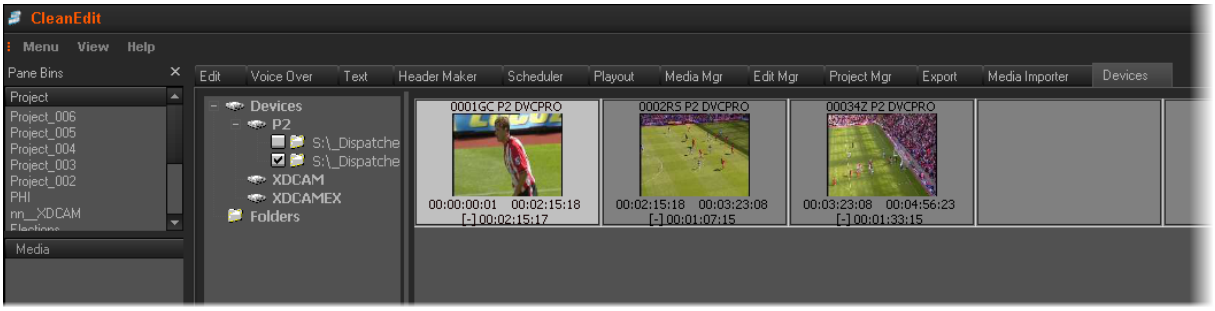
You will create the storyboard clips on the basis of source clips included in the available media.

In the Workspace area, two views are available to display the content of selected devices or folders.

- the Thumbnail view
- the List view

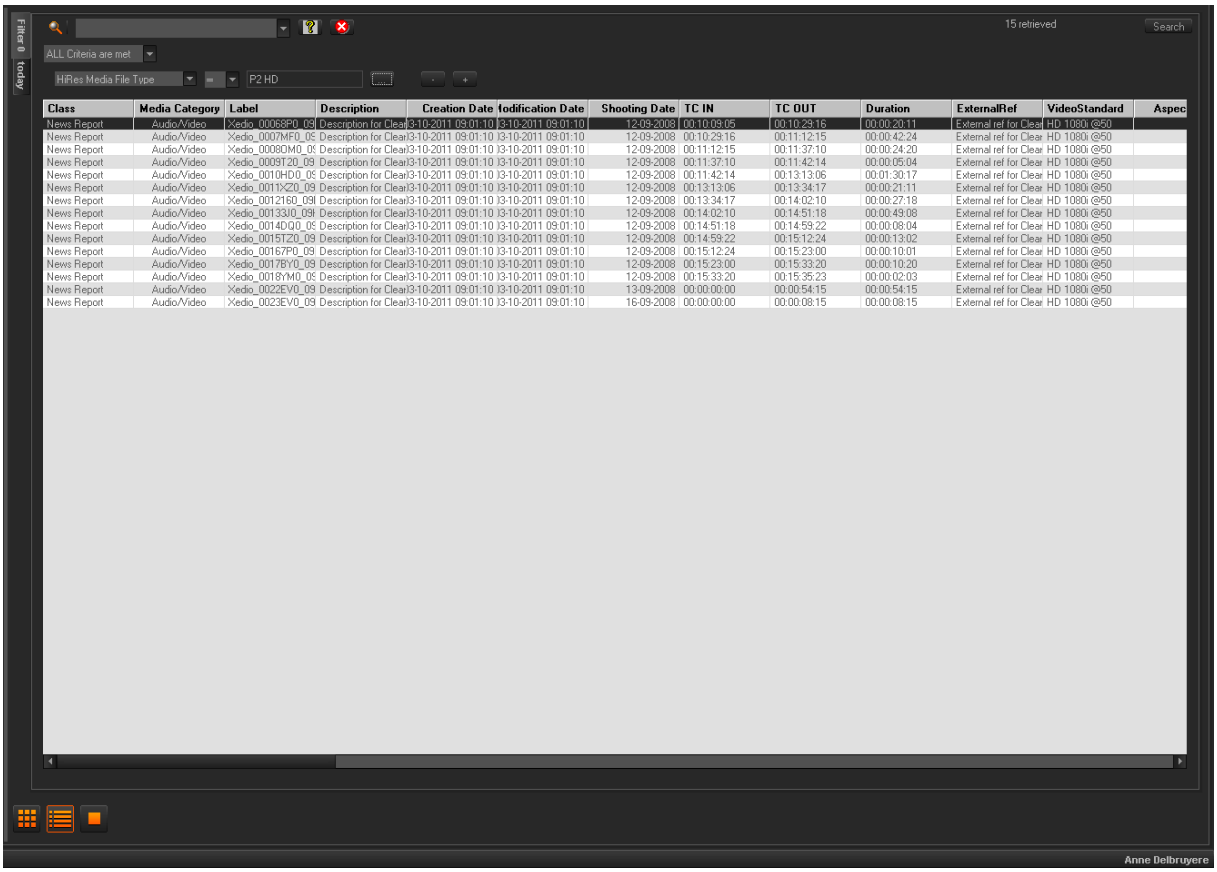
DISPLAYING THE SOURCE CLIPS IN THE THUMBNAIL VIEW

Ticking the check box corresponding to a media in the Source Device area and clicking the button to select the Thumbnail view will display thumbnails for each source clip included in this media on the Workspace area.



LISTING THE SOURCE CLIPS IN THE LIST VIEW

Ticking the check box corresponding to a media in the Source Device area and clicking the button to select the List view will display the list of source clips included in this media and their associated metadata on the Workspace area.



Class	Media Category	Label	Description	Creation Date	odification Date	Shooting Date	TC IN	TC OUT	Duration	ExternalRef	VideoStandard	Aspec
News Report	Audio/Video	Xedio_00068P0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:10:09:05	00:10:29:16	00:00:20:11	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0007MF0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:10:29:16	00:11:12:15	00:00:42:24	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_00080M0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:11:12:15	00:11:37:10	00:00:24:20	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0009T20_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:11:37:10	00:11:42:14	00:00:05:04	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0010HD0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:11:42:14	00:13:13:06	00:01:30:17	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0011XZ0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:13:13:06	00:13:34:17	00:00:21:11	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0012160_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:13:34:17	00:14:02:10	00:00:27:18	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_00133U0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:14:02:10	00:14:51:18	00:00:49:08	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0014DQ0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:14:51:18	00:14:59:22	00:00:08:04	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0015TZ0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:14:59:22	00:15:12:24	00:00:13:02	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_00167P0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:15:12:24	00:15:23:00	00:00:10:01	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0017BY0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:15:23:00	00:15:33:20	00:00:10:20	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0018YM0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	12-09-2008	00:15:33:20	00:15:35:23	00:00:02:03	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0022EV0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	13-09-2008	00:00:00:00	00:00:54:15	00:00:54:15	External ref for Clear	HD 1080i @50	
News Report	Audio/Video	Xedio_0023EV0_09	Description for Clear	3-10-2011 09:01:10	3-10-2011 09:01:10	16-09-2008	00:00:00:00	00:00:08:15	00:00:08:15	External ref for Clear	HD 1080i @50	

9.4.3 SEARCHING FOR CLIPS WITHIN THE LIST VIEW

The List view of the Devices tab is similar to the tabs used for searching for media (Media Manager, Edit Manager and Project Manager tabs); So, you will find more information and the search tools in section 4 'Searching for and Managing Media' on page 24.

9.5 LOADING A SOURCE CLIP ON THE CLIP PLAYER

9.5.1 PURPOSE

A clip can be loaded on the Clip Player in different ways.

9.5.2 HOW TO LOAD A CLIP IN THE CLIP PLAYER

- To load a source clip from the Thumbnail view, double-click on it and the clip will display in the Clip Player.

  The clip boundaries displayed are the ones of the source clip.
- To load a source clip from the List view, double-click on it and the clip will display in the Clip Player.

When you load a clip in the Clip Player, the Clip Player becomes automatically active, and the **Clip Player** button is selected .

9.6 ADDING LOGS TO A CLIP

9.6.1 INTRODUCTION

Whenever you want, you can add logs to the material loaded in the Clip Player.

9.6.2 HOW TO ADD A LOG TO A CLIP

The following procedure explains the different ways to add logs and to associate metadata to them.

Preliminary Steps

You first need to load a clip and position the nowline at the specific timecode:

1. Load the source clip in the Clip Player. For more information, see the sections 9.5.2.
2. Position the nowline on the frame where you want to add a log in one of the following ways:
   - Using the transport buttons
   - Dragging the nowline to the requested frame
   - Typing the requested TC in the nowline TC field and pressing ENTER.

Add a Log

If you want to add a log, which is a log with no associated metadata, simply click the **Add Log** button .

A white triangle is displayed on the media bar at the log timecode.

9.6.3 LOG DISPLAY

The log created is added to the media bar, but the log is displayed in different ways in the user interface.

LOG COLOR AND RANKING

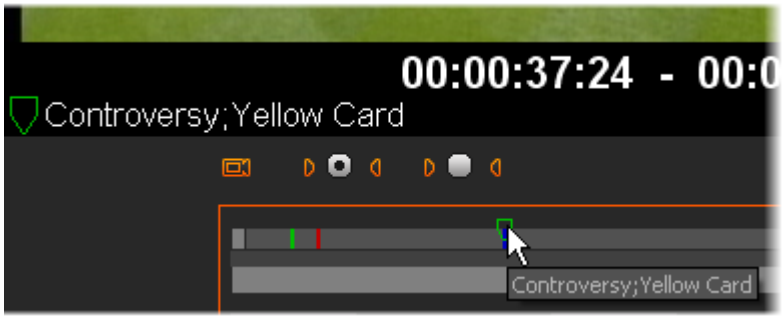
The log will have a different color depending on the ranking assigned:

- White log for no-star ranking (default)
- Blue log for 1-star ranking
- Green log for 2-star ranking
- Red log for 3-star ranking

KEYWORDS ASSOCIATED TO A LOG

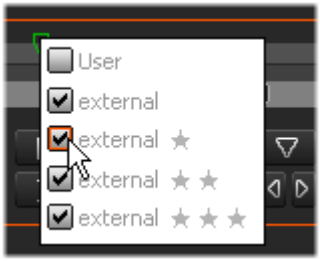
Player Area

Once the nowline is positioned on a log timecode, the keywords associated to this log are listed below the video display and are displayed as a tool tip when you roll the mouse over the log:



9.6.4 OTHER POSSIBLE ACTIONS ON LOGS

The following table describes shortly other possible actions on logs:

Action	Description
Moving from one log to the other	• Click the Go to Prev. Log button to move to the log positioned on the left of the nowline. • Click the Go to Next Log button to move to the log positioned on the right of the nowline.
Deleting a log	When the nowline is positioned on a log (using the , buttons) you can delete it (and all its metadata) in the following ways • Clicking CTRL+ in the Player area.
Displaying only logs having a given ranking	By default, all logs are displayed in the loaded material. If you want to display only the logs having a specific ranking, right-click on the log, right above the media bars. The following contextual menu is displayed. Select the check boxes (external) that correspond to the ranking(s) you want to display.  Do the reverse operation to redisplay all logs.

10. Advanced Audio Editing

10.1 OVERALL AUDIO TRACK SETTINGS

The table below gives an overview of the main steps involved in the audio management in CleanEdit.

Step	Covered in Section…
Set the edit audio type at edit creation	5.4.4 'Creating an Edit - General Tab' on page 47.
Set the audio type of each timeline track	6.5.9 'Audio Track Selection and Settings in the Timeline - Track Name and Audio Type in the Timeline' on page 93.
Select timeline audio tracks	6.5.9 'Audio Track Selection and Settings in the Timeline - Audio Track Selection for Editing Actions' on page 93.
Set the output track for each timeline track	6.5.9 'Audio Track Selection and Settings in the Timeline - Audio Track Selection for the Output' on page 93.
In the Player area, select the audio channels/tracks to be loaded in the timeline	6.2.8 'Selecting the Tracks to be Added to the Timeline - Track Selection for Clips and Monitoring' on page 68.
In the Recorder area, select the output track to be monitored	6.3.6 'Selecting the Monitored Audio Tracks' on page 80.

10.2 AUDIO TRANSITION EFFECTS

10.2.1 WAYS TO ADD AUDIO TRANSITION EFFECTS

You can add audio transition effects using different methods:

- Adding the default audio transition effect to all new audio clips placed into the timeline.

  See the section 10.2.2 'Adding Automatically Default Audio Transition Effects', on page 175.

- Adding a transition effect on one or more contiguous audio elements of a track.

  See the section 10.2.5 'Adding Audio Transition Effects on Elements of the Same Track', on page 177.

- Adding a transition effect on one or more audio elements of the same clip.

  See the section 10.2.6 'Adding Audio Transition Effects on Elements of the Same Clip', on page 179.

If you add an effect on a transition where an audio transition effect has already been defined, the initial effect will be replaced by the new one.

10.2.2 ADDING AUTOMATICALLY DEFAULT AUDIO TRANSITION EFFECTS

Once you click the

button to activate the AFX function, a default audio transition is added to each new clip placed into the edit. The cross fade is the default audio transition initially defined in Xedio.

10.2.3 MODIFYING THE AUTOMATIC DEFAULT TRANSITION EFFECT

The default transition effect is defined in Xedio Manager: Software > Parameter Profiles > (Xedio)CleanEdit > Timeline tab: DefaultAudioTransFx.

However, you can modify the default audio transition effect as follows:

1. Right-click the button and select Properties.

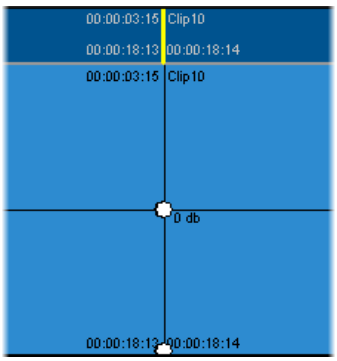
   The Audio Transition Effect window is displayed.

2. Specify the requested default transition effect
3. Click OK.

The new transition effect is now the default transition associated with your user profile.

10.2.4 POSSIBLE AUDIO TRANSITION EFFECTS

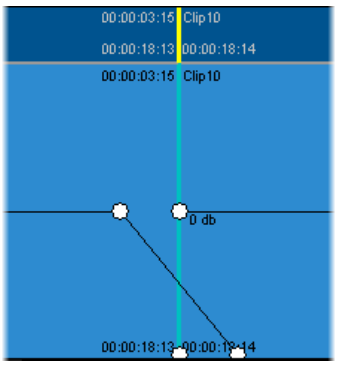
When you select the audio transition effect you want to apply, you have the choice amongst four types of audio transitions effects. They are described and illustrated below by a zoomed display of the audio transition effect:



Cut

No transition effect is performed. The audio of the second clip replaces the sound of the first clip instantly. No blue line (which reflects a transition) is shown at the joint when a cut is present.

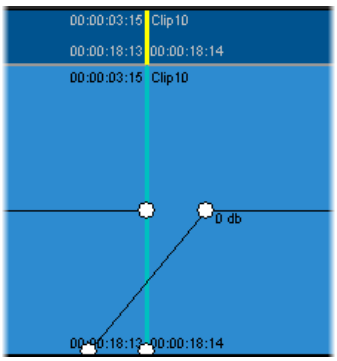
This is represented by the icon in the Audio Transition Effect window.



Fade out

The sound of the first clip fades out progressively while the audio of the second clip starts instantly from the transition point.

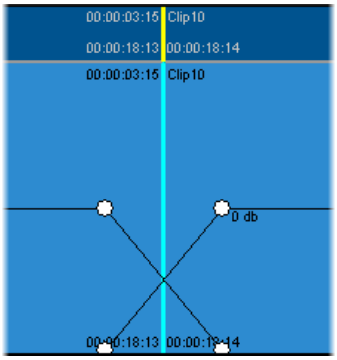
This is represented by the icon in the Audio Transition Effect window.



Fade in

The sound of the first clip disappears instantly at the transition point while the audio of the second clip starts progressively.

This is represented by the icon in the Audio Transition Effect window.



Cross fade

The sound of the first clip fades out while the sound of the second clip fades in.

This is represented by the icon in the Audio Transition Effect window.

10.2.5 Adding Audio Transition Effects on Elements of the Same Track

Introduction

You want to add audio transition effects to:

- a selected element OR
- contiguous elements

on a given audio track.

In this case, you will use the (**Left/Right**) **Audio Transition** commands in the contextual menu available on audio elements in the timeline.

For more information on the various types of transition effects, refer to the section 10.2.4 'Possible Audio Transition Effects', on page 176.

The following audio transition effects are available: Cut, Fade OUT, Fade IN, Cross Fade.

How to Apply Audio Transition Effects On Elements on the Same Track

To apply audio transition effects to one element or contiguous audio elements of the same track, proceed as follows:

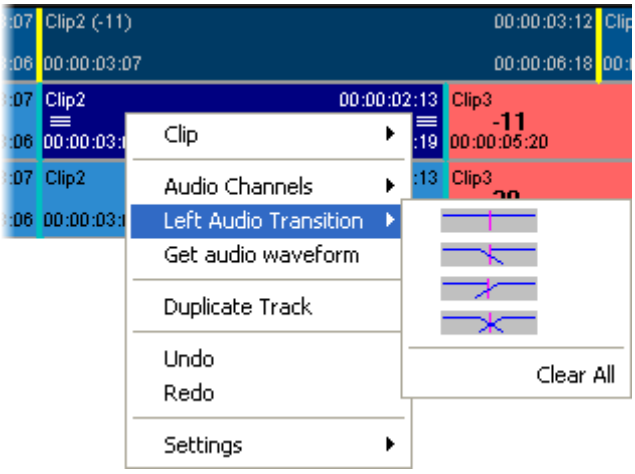
1. If you want to define a transition effect on several contiguous transitions, set a mark IN and mark OUT points to cover the clips on which the effects should be applied.

   Otherwise, the transition effect will be defined on the nearest transition to the position of the mouse cursor.

2. Right-click the mouse on the track where you want to define the transition effect either:

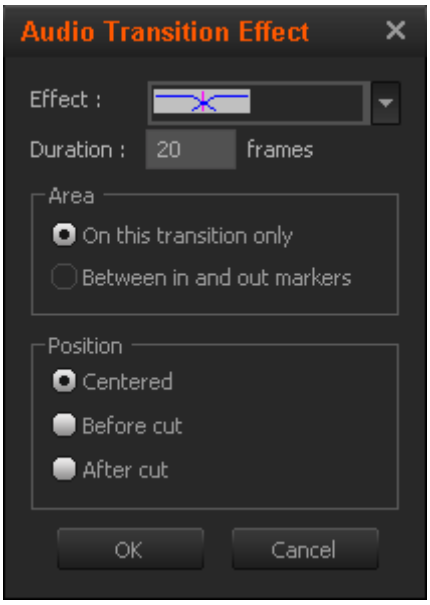
   - near the clip transition OR
   - between the define mark IN and mark OUT

   The contextual menu is displayed:



3. Select the requested effect type in the (Left / Right) Audio Transition command.

   The Audio Transition Effect window opens. In this window, you can still select another effect. The definition of the transitions where the effect will be applied, in the Area group box, cannot be modified.



4. In the Audio Transition Effect window, fill in the transition parameters to specify the duration and position of the transition effect.
5. Click OK.

A blue vertical line is added on the transition where the effect has been added:

Once you have assigned the basic type of audio transition, you can zoom and adjust the audio transition on the timeline, by clicking the Zoom button on the right hand side of the required track. The track will then expand vertically across all of the audio tracks to show the transition.

Note

You can also use the shortcut key

+

to directly call the Audio Transition Effect window.

10.2.6 Adding Audio Transition Effects on Elements of the Same Clip

Introduction

You can add an audio transition effect on one or more audio elements of the same clip.

In this case, you will use the Audio/Video FX window, accessed via the button.

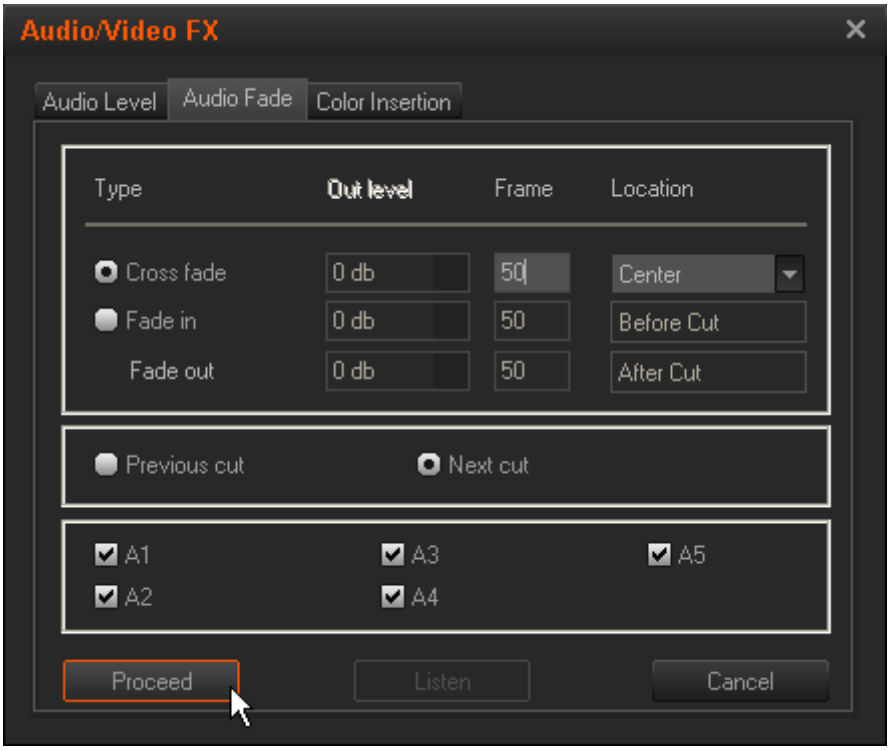
For more information on the various types of transition effects, refer to the section 10.2.4 'Possible Audio Transition Effects', on page 176.

The following audio transition effects are available: Cut, Cross Fade, Fade IN, Fade OUT.

How to Apply Audio Transition Effects On Audio Elements of the Same Clip

To apply an audio transition on one or more audio elements of the same clip, proceed as follows:

1. Position the nowline on the clip for which you want to adjust the audio transitions.
2. Click the **Audio/Video FX** button to open the Audio/Video FX window and select the Audio Fade tab.

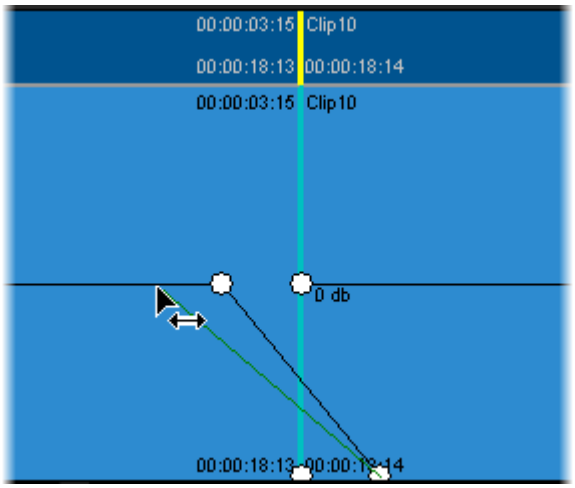


3. In the upper group box, specify the following:
   a. Tick the type of transition you want to apply
   b. Type the number of frames the transition effect should last
   c. Select the location of the transition around the clip joint.
4. For a cross fade, select whether you want to apply the effect at the beginning of the clip (previous cut), or at the end of the clip (next cut) on which the nowline is positioned.
5. Select the tracks on which you want to apply the transition effect.
6. Click **Proceed**.

10.2.7 ADJUSTING AUDIO TRANSITIONS

To adjust manually audio transitions on a specific track, proceed as follows:

1. Click the **Zoom** button located on the right hand side of the audio track on which you want to adjust transitions.
2. In Zoom mode, identify the transition to modify.
3. Click the white nodes that correspond to the audio transition effect and move them to graphically display the required transition.



10.2.8 REMOVING AUDIO TRANSITIONS

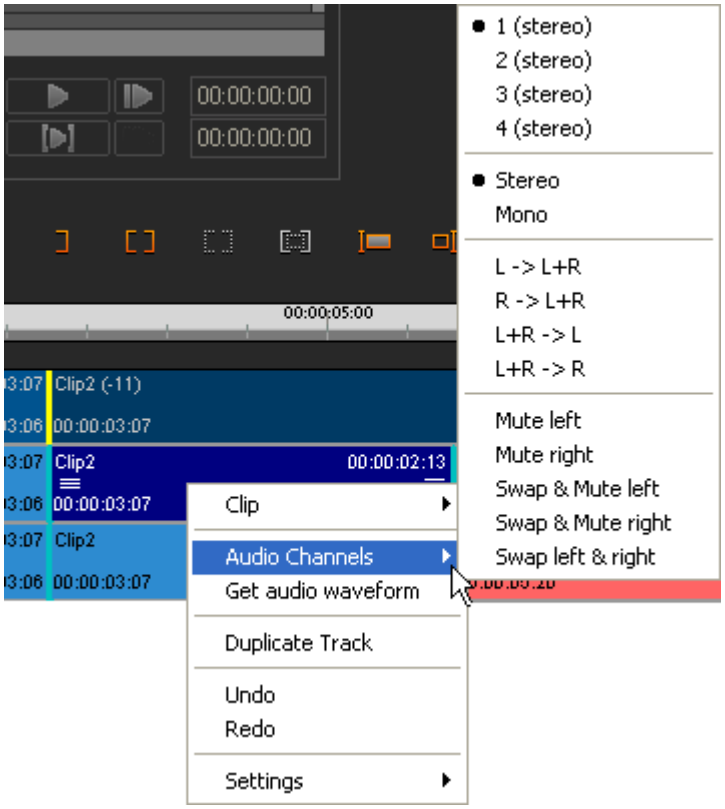
You can also remove the previously defined transition effects by right-clicking the track on which you want to remove the transition effects and selecting **Audio Transitions > Clear All** in the contextual menu.

10.3 AUDIO ROUTING, SWAPS AND MUTES

10.3.1 DEFAULT AND SPECIFIC AUDIO ROUTING

You can define default audio routing, as well as swaps and mutes on the audio channels of a stereo track via the **Audio Routing** button L/R. This is explained in the section 'Audio Routing For Stereo Tracks', on page 99. These options will be valid for each new clip added to the edit.

You can also define specific audio routing, swaps and mutes on an audio element of a stereo track. These functions are available as you right-click on the selected element and choose **Audio Channels** from the contextual menu.



10.3.2 POSSIBLE AUDIO CHANNEL FUNCTIONS

The functions available via the **Audio Channels** command are divided into four groups of sub-commands. A black bullet is displayed in front of the commands applied to the selected elements:

Group of Sub-Commands	Description
● 1 (stereo) 2 (stereo) 3 (stereo) 4 (stereo)	These commands allow specifying the source track you want to be applied to the selected element.

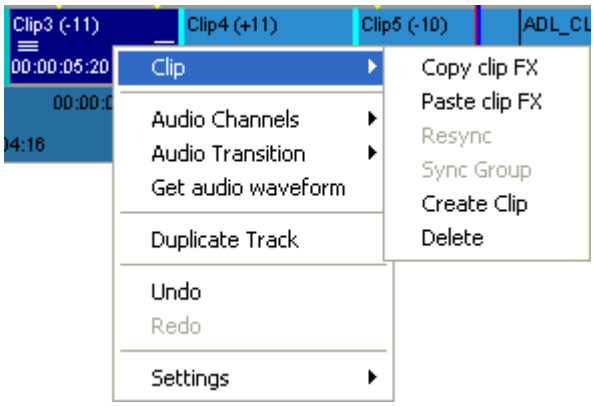
Group of Sub-Commands	Description
● Stereo Mono	These commands allow the user to specify whether the track should be output as a mono or as a stereo track.
L -> L+R R -> L+R L+R -> L L+R -> R	These commands allow the user: • to route the left or right audio channel to both stereo channels • to mix both stereo channels into one audio mono channel
Mute left Mute right Swap & Mute left Swap & Mute right Swap left & right	These commands allow the user: • to mute the left or right audio channel • to swap the left and right audio channels • to swap the left and right channels and mute one of them.

Note

Selecting **Stereo** from the **Audio Channels** command will reset the audio channel effects.

10.3.3 COPYING AND PASTING AUDIO ROUTING ACTIONS

The audio effects defined on one element using the **Audio Channels** command can be copied and pasted to several audio elements and audio tracks in the timeline, via the Copy and Paste functions:



The following principles apply to the Copy and Paste actions:

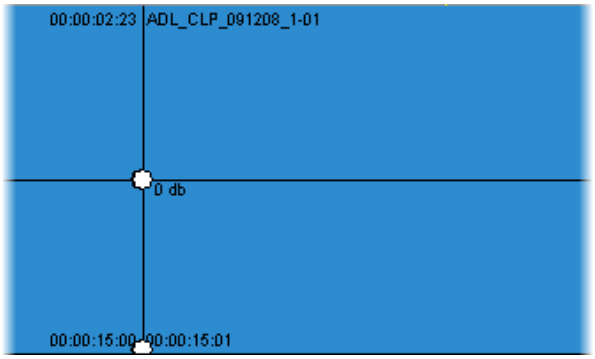
- The audio effects that are copied are only those that are available in the **Audio Channels** command of the contextual menu. The source selection is not copied.
- The Paste action resets and removes all existing effects already applied to the destination clips.

To copy and paste an audio effect, proceed the same way as for the video effects. For a detailed procedure, refer to the section 8.3.6 'Copying and Pasting Video Clip Effects', on page 155.

10.4 AUDIO LEVEL ADJUSTMENTS

10.4.1 INTRODUCTION

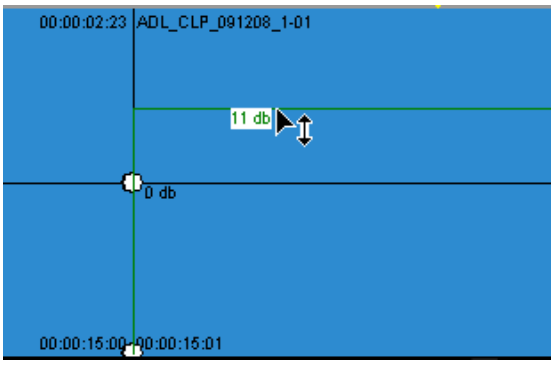
In Zoom mode the level of the audio clips in the edit are also displayed. The horizontal line on the expanded audio clip represents its audio level. The original audio level of the source clip is referred to as the 0db level:



10.4.2 HOW TO ADJUST THE AUDIO LEVEL ON A SINGLE CLIP

To adjust the audio level on a single clip, proceed as follows:

1. In Zoom mode, position the mouse on the horizontal line (audio level) of the clip to be adjusted.
2. When the mouse pointer shows a double headed arrow, click and hold on the left button of the mouse.
3. Move the audio level line up or down to respectively increase or decrease the audio level of the clip:



The db increase compared to the original audio level is specified on the audio level line as you move it.

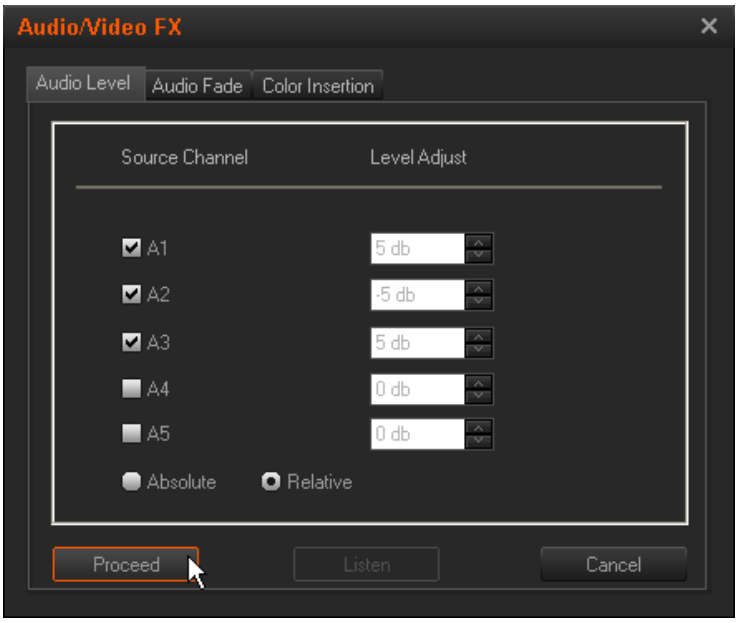
4. Release the mouse when you have reached the requested audio level.

10.4.3 How to Adjust the Overall Level of a Track

To adjust the audio level of a whole track, proceed as follows:

1. Click on the **Audio/Video FX** button .

   The Video/Audio FX window opens with the focus on the Audio Level tab:



2. Tick the **Source Channel** check boxes corresponding to the tracks whose audio level you want to adjust.
3. In the **Level Adjust** box corresponding to each track, select how many dbs you want to add to or remove from audio level of the track.
4. Select the adjustment mode as follows:
   a. If you want to apply the specified db value to the current audio level, tick the **Relative** radio button.
   b. If you want to apply the specified db value to the original audio level (0db), tick the **Absolute** radio button.
5. Click **OK**.

The audio level of the whole track is adjusted according to the defined value and adjustment mode.

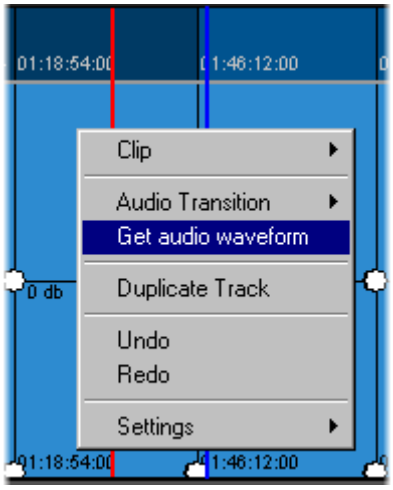
10.5 MISCELLANEOUS AUDIO FEATURES

10.5.1 HOW TO GENERATE THE WAVEFORM OF AN AUDIO ELEMENT

You can generate the waveform for audio element(s) of an audio track as follows:

To generate the waveform of a stereo element:

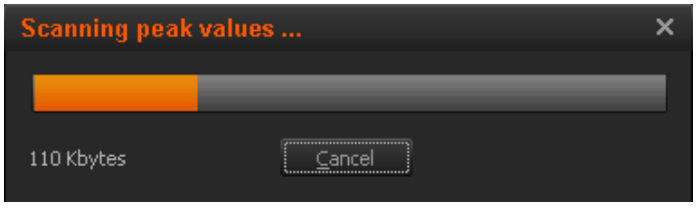
1. Right-click on the element for which you want to generate the waveform,
2. Select **Get audio waveform** from the contextual menu:



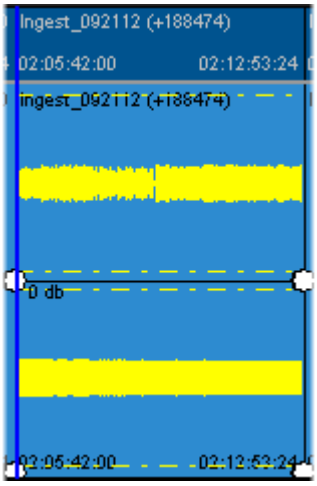
To generate the waveform of a 5.1 element:

1. Right-click on the element for which you want to generate the waveform,
2. Select **Get audio waveform** from the contextual menu and the channels for which you want to get the waveform:

The following message will display while the application is generating the waveform:

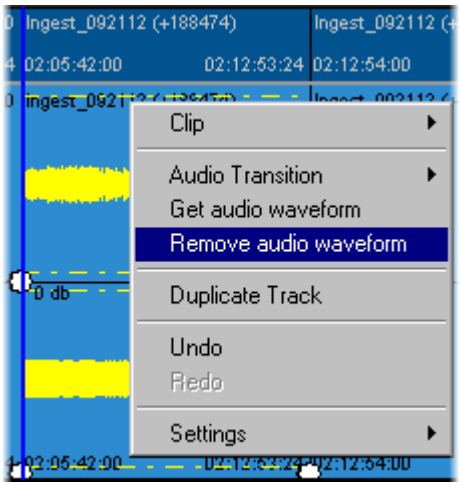


Once the waveform has been generated, click the **Zoom Track** button to view it:



10.5.2 How to Remove an Audio Waveform

To remove the audio waveform on an audio element, right-click on this element and select **Remove audio waveform** from the contextual menu:



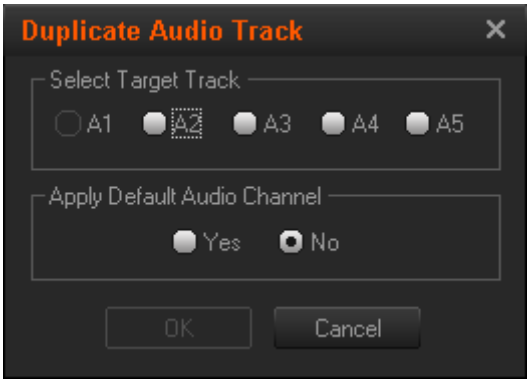
10.5.3 How to Duplicate an Audio Track

You can copy and paste a full audio track to another track. If the destination track is not empty, its content will be replaced by the copied track.

To duplicate an audio track, proceed as follows:

1. Right-click on an audio track and select **Duplicate Track** in the contextual menu.

   The **Duplicate Audio Track** window opens.



Only the tracks with the same audio type as the copied track are displayed in the Select Target Track field group.

2. In the **Select Target Track** field group, tick the track to which you want to duplicate the copied track.
3. In the **Apply Default Audio Channel** field group, do one of the following:
   - If you want to apply the default Audio Channel settings (that is stereo), select 'Yes'
   - If you want to apply the Audio Channel settings of the copied track, select 'No'.

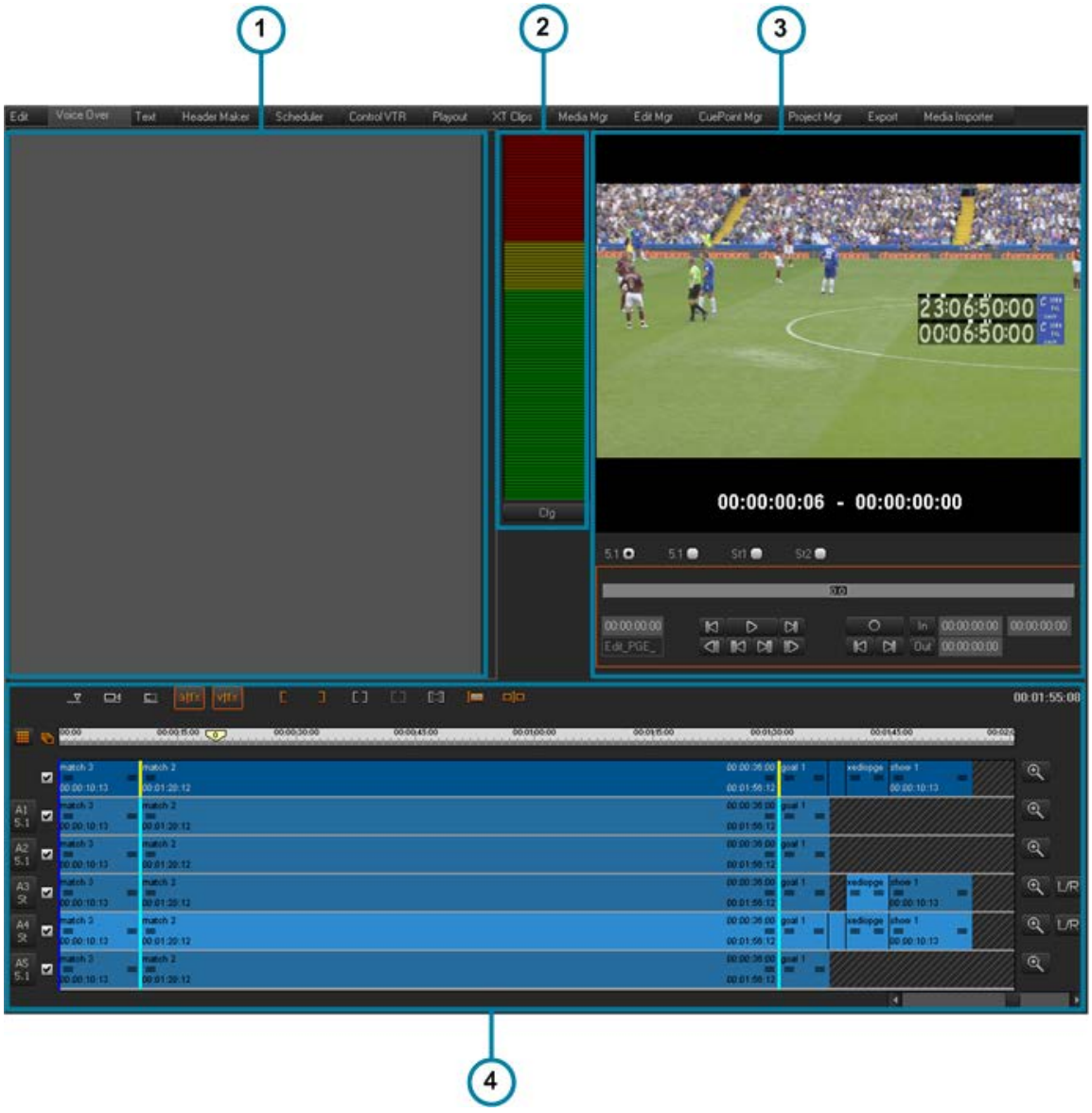
The audio track is copied to the destination track.

11. Voiceover, Graphics and Text Graphics

11.1 ADDING VOICEOVER

11.1.1 VOICEOVER TAB OVERVIEW

The Voiceover tab allows the user to record a commentary on one or several parts of the edit. It is made up of four main areas, highlighted on the following screenshot and shortly described in the table below.



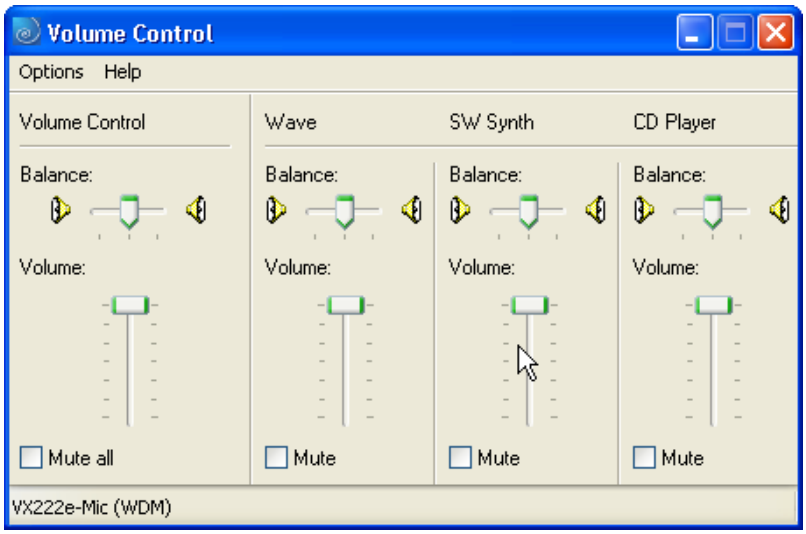
Area Number	Area Name
1.	Text Editor
2.	Audiometers
3.	Recorder Window
4.	Graphical Timeline

TEXT AREA

The text area allows the addition of the voiceover script on the display. A script can be typed or added using Copy & Paste from another application. It can also be retrieved from a MOS story through EVS ActiveX component or from the Xedio Cutter application.

AUDIO METER

The audio meter provides an indication of the input audio level for the microphone when recording a voiceover. Underneath the meter is a **Cfg** button that displays the audio level configuration to adjust the settings.



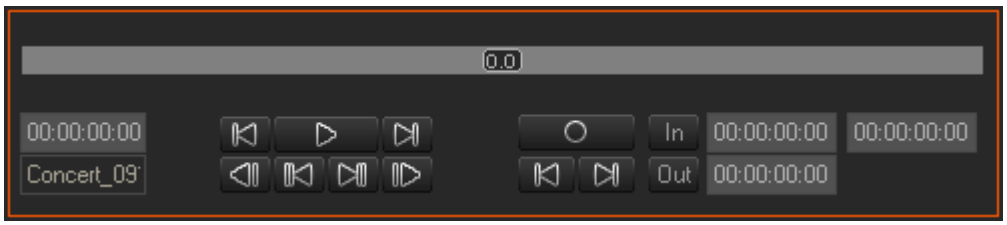
The volume control on the left determines the overall audio level. The microphone level defines the level of the microphone input. The audio card fitted to the workstation being used may offer more choices in configuring the recording parameters, please consult the user manual for the device used for more details.

Note

The Digigram board controls the configuration for the audio inputs and outputs of the workstation. It is therefore recommended to configure the Digigram board as shown on the screenshots you will find in Appendix 3: Digigram Hardware Settings.

RECORDER AREA

This display area is similar to the normal panel on the Edit tab in that the transport controls are the same, but has some different features to record the voiceover.



The description of the common transport buttons and fields can be found in the section 6.3.5 'Playing the Edit in the Recorder Area', on page 77.

The other buttons and fields, specific to the Voice Over tab, are described in the next sections.

11.1.2 VOICEOVER PROCESS

PROCESS OVERVIEW

The voiceover recording process includes four steps:

1. Defining the Area to Record the Voiceover (see page 190)
2. Recording the Voiceover (see page 191)
3. Checking the Recorded Voiceover (see page 192)
4. Attenuating other Tracks when Using Voiceover (see page 192)

DEFINING THE AREA TO RECORD THE VOICEOVER

Mark In

or or

Place the nowline in the timeline where the voiceover should start, then click the Mark IN button in the timeline or recorder area to define the IN point of the recording area for the voiceover.

The timecode of the mark IN point will be displayed in the recorder panel next to the IN button.

Mark Out

or or

Place the nowline in the timeline where the voiceover should end, then click the Mark OUT button in the timeline or recorder area to define the OUT point of the recording area for the voiceover.

The timecode of the mark OUT point will be displayed in the recorder panel next to the OUT button. The duration of the voiceover will also be shown on the recorder area.

Note:

It is possible to start a voiceover recording without adding an OUT point. In this case, the voiceover recording would continue until you stop manually the recording clicking the **Recording** button.

RECORDING THE VOICEOVER

Launch the recording process by pressing the **Rec** button.

...1 (count down)

When the user selects the **Rec** button when mark IN and mark OUT have been set, a countdown starts and is shown on the button itself. It indicates the number of seconds before the IN point of the voiceover and allows to user to get ready for the recording. During the countdown CleanEdit will play the edit leading up to the IN point for the voiceover.

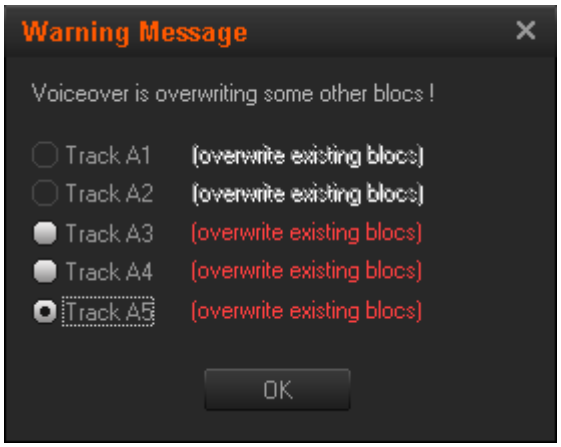
Note:

The Preroll value for a voiceover can be set in Xedio Manager. Please refer to the Xedio Manager user manual for further details.

When the countdown is over, the **Rec** button displays a red button .

The edit is played and keeps recording until the OUT point is reached or until the user presses the **Rec** button again to stop recording.

The track where the voiceover clip will be placed is the first stereo track that is selected looking from the bottom of the timeline. A dialog box will open to ask which track to place the recorded voiceover on if this would overwrite some elements already present on the timeline.


Warning Message
Voiceover is overwriting some other blocs !
Track A1 (overwrite existing blocs)
Track A2 (overwrite existing blocs)
Track A3 (overwrite existing blocs)
Track A4 (overwrite existing blocs)
Track A5 (overwrite existing blocs)
OK

Only the stereo tracks can be selected.

CHECKING THE RECORDED VOICEOVER

Go to Voiceover Mark IN

Clicking the Go to Mark IN button moves the current position of nowline to the IN point corresponding to the beginning of the last voiceover recording.

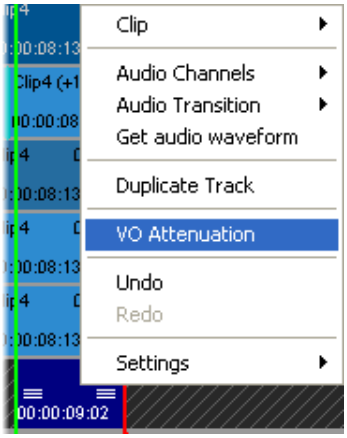
This button when combined with the CTRL key from the keyboard, moves the nowline to the some seconds (Preroll value) before the beginning of the last recording, and directly launches a playback to enable the recording to be checked.

Go to Voiceover Mark OUT

Clicking the Go to Mark OUT button moves the current position of nowline to the OUT point corresponding to the beginning of the last voiceover recording.

This button when combined with the CTRL key from the keyboard, moves the nowline to some seconds (Preroll value) before the end of the last recording and launches a playback to enable the voiceover OUT point to be checked.

ATTENUATING OTHER TRACKS WHEN USING VOICEOVER



Using a right click on a voiceover track brings up a contextual menu offering the choice to add attenuation to any audio elements that are vertically adjacent to the recorded voiceover section. This means that the audio tracks will fade to a lower level for the duration of the voiceover.

When attenuation is present, the voiceover element color changes to a darker shade to indicate that the attenuation is switched on.

Note

The level of attenuation and other settings such as fade in and out values are set in the Software > Parameter Profiles area of Xedio Manager. Please refer to the related user manual for more details.

11.2 ADDING A LOGO OR GRAPHIC

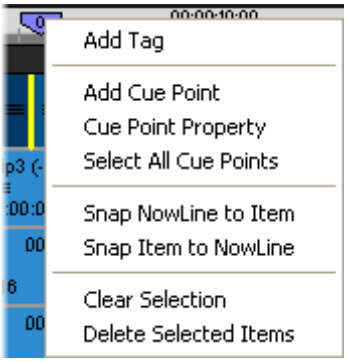
11.2.1 INTRODUCTION

You will use tags to add a logo or still graphic. Tags are reference points marked on the timecode bar to trigger an event, such as the insert of a graphic or logo. Tags are created and managed via the Tag Manager window.

11.2.2 ACCESSING THE TAG MANAGER WINDOW

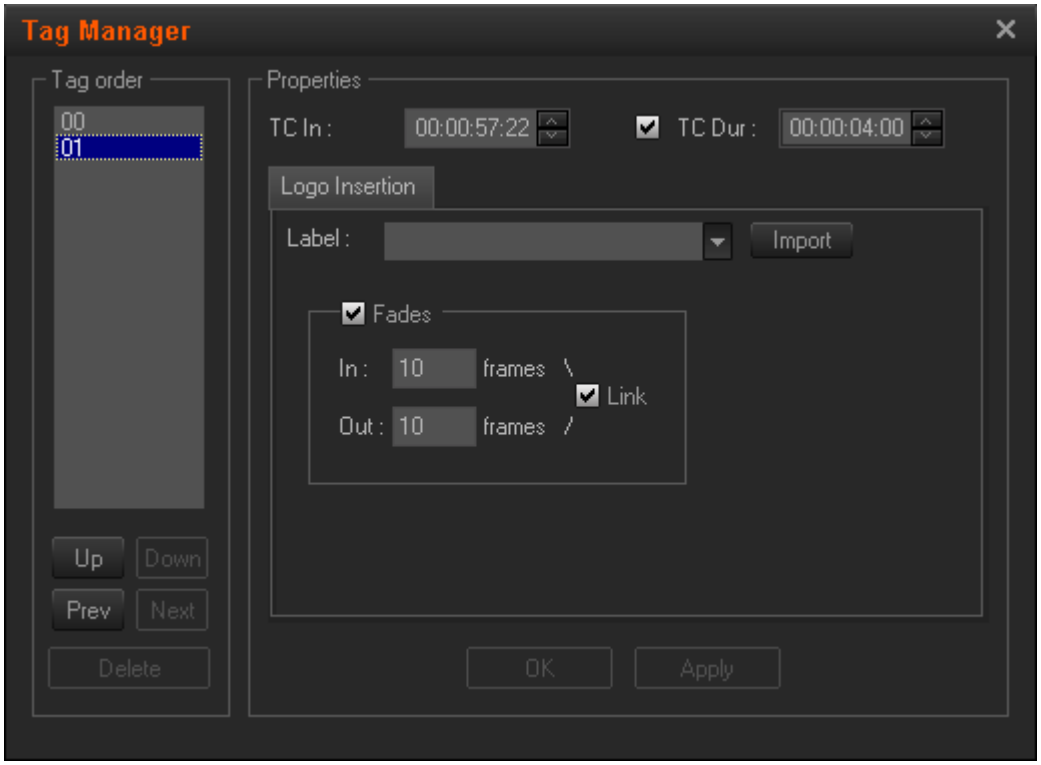
To access the Tag Manager window, you can:

- right-click on the Timecode bar in the timeline display and select **Add Tag** from the contextual menu:



- press the keyboard shortcut . In this case, the tag position is defined based on the Mark IN and Mark OUT points, or nowline position. For more information, refer to the description of the **TC in** and **TC Dur** fields in the section 11.2.4 'Fields in the Tag Manager Window', on page 195.

11.2.3 POSSIBLE ACTIONS IN THE TAG MANAGER WINDOW



The Tag Manager window allows the user to perform various actions:

Action	Refer to the section …
Inserting a logo or still graphic from a TC IN to a TC OUT (IN and OUT points of the tag), with a fade in and fade out.	11.2.5 'How to Insert a Logo or Graphic using Tags', on page 196
Changing the tag position on the timeline.	11.2.6 'Moving Tag Points', on page 197
Changing the tag order when several tags are defined.	11.2.4 'Fields in the Tag Manager Window', on page 195 – Tag Order group box
Deleting a tag.	11.2.7 'How to Delete Tags', on page 198

11.2.4 FIELDS IN THE TAG MANAGER WINDOW

The following table describes in details the various fields in the Tag Manager window:

Field/Button	Description
Properties group box	
TC In	Spin box to type the tag IN point, in other words the timecode from when the graphic will be displayed (on the top of the video). When you use the contextual menu to call the Tag Manager window, the value for the tag IN point corresponds to the position of the mouse on the Timecode bar when you right-click on the mouse. When you use the keyboard shortcut to call the Tag Manager window, the tag IN point and duration values will be retrieved from the timeline Mark IN and Mark OUT points if they are defined. Otherwise, the nowline position will be used as the tag IN point with the default duration of 4 seconds.
TC Dur check box	Check box to specify whether you want to define how long the graphic should be displayed: • If it is not ticked, the graphic will be displayed until the end of the edit. • If it is ticked, you can specify how long the graphic should be displayed in the TC Dur field. By default, the duration is 4 seconds.
TC Dur (field)	Spin box to type how long the graphic will be displayed from the tag IN point.
Logo Insertion Tab	
Label	Drop-down box to select the file containing the graphic or logo to be inserted. The TIFF or TAG files already included in the project will be displayed in drop-down list. If the requested file is not available in the drop-down list, you first need to import it, using the Import button.
Import	Button that opens the KM Importer dialog box, from where you can browse to and import the requested graphic file.
Fades	Check box to specify whether you want the graphic to appear and disappear using a fade effect: • If it is not ticked, the graphic will be fully displayed and will disappear in cut mode. • If it is ticked, you can specify below the duration of the fade in and fade out for the graphic display.

Field/Button	Description
In: X frames	Field to specify the duration, in frames, of the fade in effect when the graphic will appear on the clip.
Out: X frames	Field to specify the duration, in frames, of the fade out effect when the graphic will disappear.
Link	Check box to synchronize the fade in and fade out durations.
Tag Order group box	
Tag List (00, 01, 02, ...)	List of the tags defined in the timeline. You can select one or more tags at a time.
Up	Button to move the selected tag higher in the tag list.
Down	Button to move the selected tag lower in the tag list.
Prev	Button to select the previous tag in the tag list.
Next	Button to select the next tag in the tag list.
Delete	Button to delete the selected tag(s).

11.2.5 How to Insert a Logo or Graphic using Tags

Note

The logo or graphic to be inserted are usually TIFF or TGA file with a key layer. The file is either already present in the current project or can be imported as you define the tag for the graphic insertion.

For additional information on the various fields referred to in the procedure, see the section 11.2.4 'Fields in the Tag Manager Window', on page 195.

To insert a graphic or logo by defining a tag, proceed as follows:

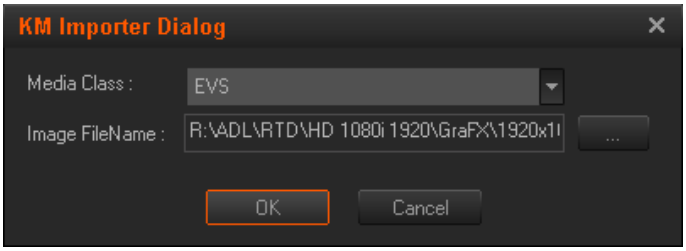
1. Right-click on the Timecode bar at the position where you want the graphic to be inserted, and select **Add tag** to open the Tag Manager window.
2. If necessary, modify the timecode where the graphic should be inserted by typing the requested timecode in the **TC In** field.

3. If you want to specify how long the graphic should be displayed, tick the check box in front of the **TC Dur** field and specify the duration for the graphic display in the **TC Dur** field.

   Otherwise, the graphic will be displayed until the end of the edit.

4. If the graphic is already present in the project, select the file directly from the **Label** drop-down field.

If the graphic is not available in the project, click the **Import** button to be able to select and import it via the KM Importer dialog box.

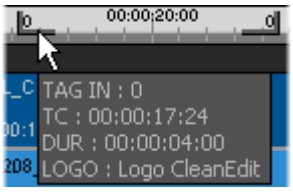


5. If you want the graphic to appear and disappear in a fade in and fade out, tick the **Fades** check box, and specify the duration (frames) for the fade in and fade out effect.

Otherwise, the graphic will appear and disappear in cut mode.

6. Click **OK**.

When successfully added, the tag will show on the timecode bar with a number.



11.2.6 Moving Tag Points

Possible Methods

You can move one or more tags in one of the following ways:

- by selecting the tag points on the Timecode bar and dragging the mouse to move the selected tag points.

  This method is less precise, but allows you to move several tags at the same time.

- by editing directly the position and the duration of a tag in the Tag Manager window.

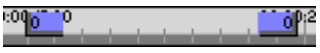
  This method is more precise, but only allows you to move one tag at a time.

How to Move the Tag Points in the Timeline Display

To move the tags points directly in the timeline display, proceed as follows:

1. Select the tag point(s) you want to move by clicking on the tag marker on the Timecode bar.

   To select several tag points, keep the CTRL key pressed while clicking on the tag markers. To deselect a tag point, click again on the tag marker.

   The markers of the selected tags become purple: 

2. Position the mouse over the selected tags, drag the selected tag point(s) to the requested position and release it/them.

   During the drag action, a rectangular shadow on the Timecode bar shows the new position of the selected tag which is the most on the left in the timeline:

How to Move the Tag Points in the Tag Manager Window

To move the tags points in the Tag Manager window, proceed as follows:

1. Right-click on the Timecode bar and select **Tag Properties** from the contextual menu. The Tag Manager window opens.
2. In the Tag Order group box, click the number of the tag you want to move.
3. In the Properties group box, modify the values of the TC In and/or TC Dur fields depending on the requested move.
4. Click **OK**.

11.2.7 How to Delete Tags

To delete a tag, proceed as follows

1. Right-click on the Timecode bar and select **Tag Properties** from the contextual menu. The Tag Manager window opens.
2. In the Tag Order group box, click the number of the tag you want to delete.
3. Click **Delete**.
4. Click **OK**.

No warning message will be displayed to confirm the delete action, but you will still have the possibility to undo the action using the keyboard shortcut

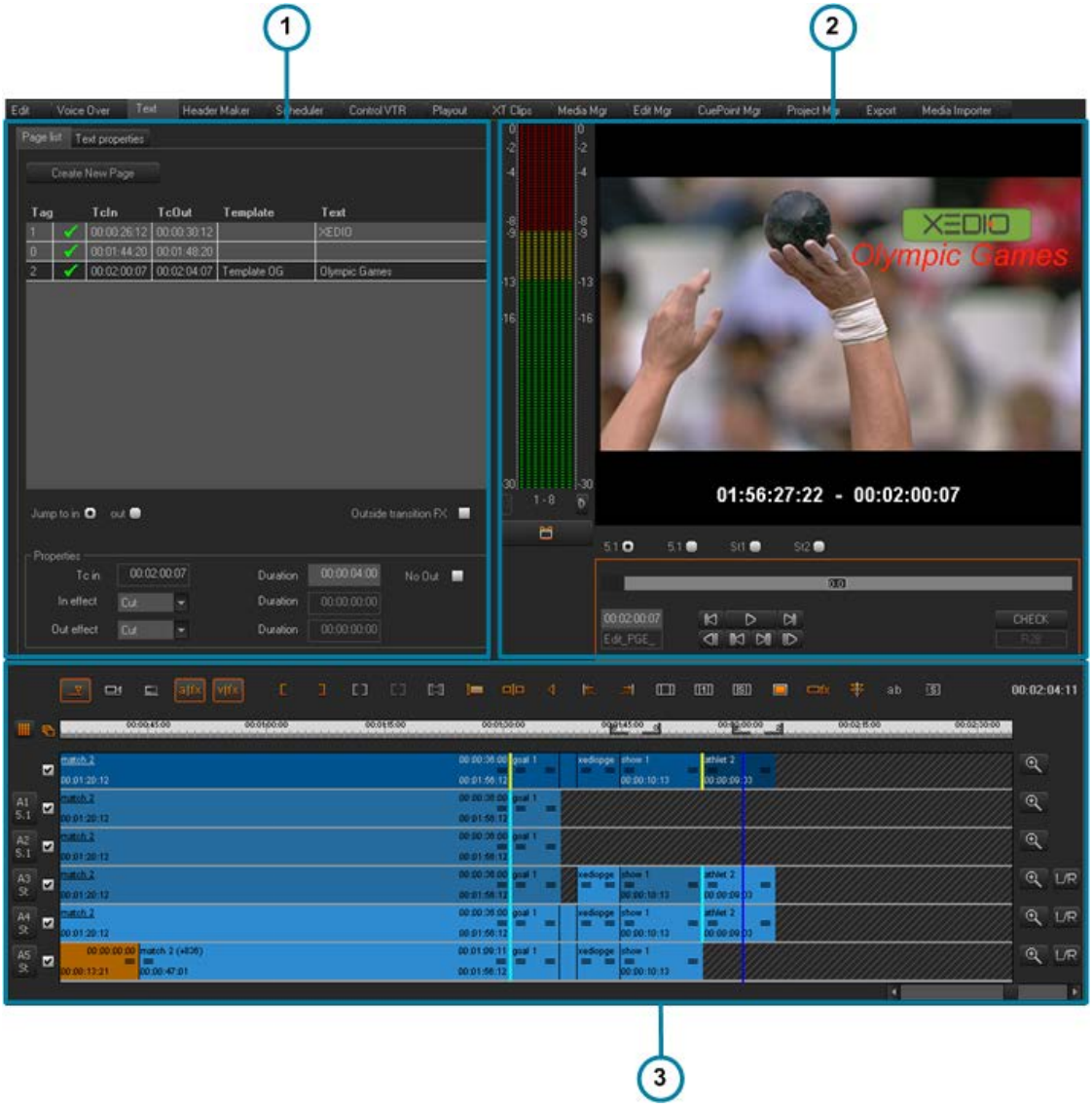
11.3 ADDING INTEGRATED TEXT AND GRAPHICS

11.3.1 INTRODUCTION

The Character Generator tool allows to place text anywhere on the video image and to combine it with a graphics layer. The combination of text and graphics can be saved as template which can then be re-used later. This tool is available from the Text tab of CleanEdit.

11.3.2 TEXT TAB OVERVIEW

The Text tab contains three main areas. They are highlighted on the following screenshot and shortly described in the table below:



Area		Description
1.	Character Generator area	This pane is made up of two sub-tabs: • the Page List tab • the Text Properties tab
2.	Player Pane	This pane contains audio meters and shows the integrated text and graphics.
3.	Graphical Timeline	This area contains the edit to which text is added..

11.3.3 CHARACTER GENERATOR PROCESS

The text and graphics integration process includes the following steps:

1. Defining the Area to Insert Text/Graphics (see page 200)
2. Adding Text and Graphics to the Edit (see page 201)
3. Saving a template of Character Generator Page (see page 207)
4. Applying a Transition Effect to the CG Area (see page 209)
5. Checking the Integrated Text and Graphics (see page 209)
6. Editing the Character Generator Page Properties (see page 210)

11.3.4 DEFINING THE AREA TO INSERT TEXT/GRAPHICS

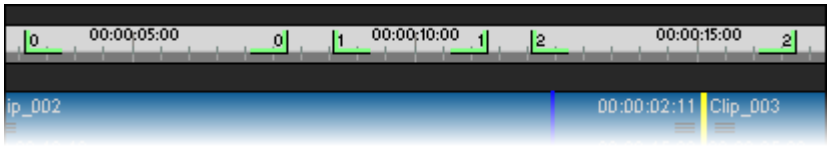
When an edit is loaded in the timeline, you will first have to define the area to insert text/graphics. This can be viewed like creating a Character Generator page.

You have the possibility to:

- Define the area from the nowline position for a default duration of 4 seconds: put the nowline at the required position and then press the **Create New Page** button.
- Define the area between a Mark IN and a Mark OUT: click the **Mark IN** and **Mark OUT** buttons and then the **Create New Page** button on the top of the Page List tab.

The Text Properties tab is displayed.

Tags appear in the timeline.



They are associated to tag numbers which are displayed in the Page List tab as well.

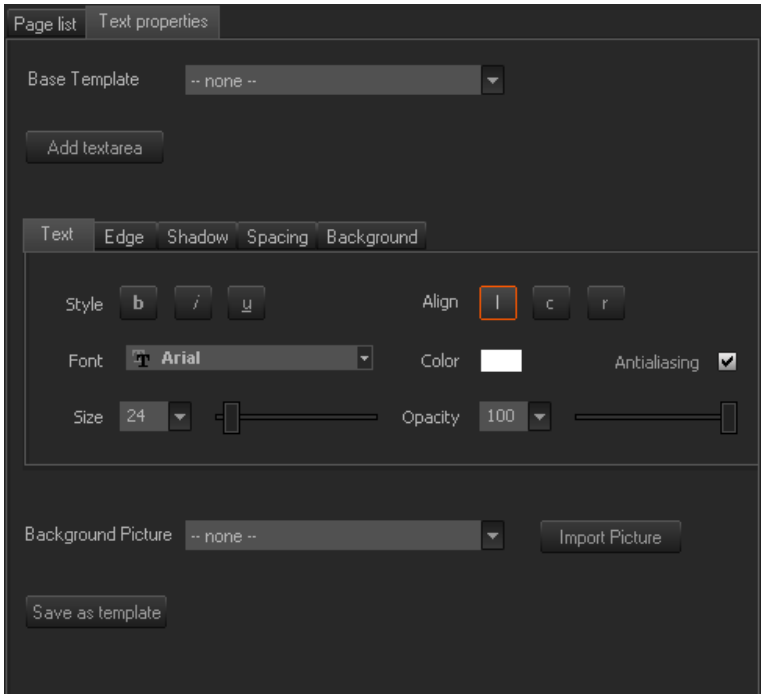
Note

Nested areas can be defined.

or

11.3.5 ADDING TEXT AND GRAPHICS TO THE EDIT

As soon as the **Create New Page** button has been selected, the Text Properties tab is displayed allowing you to add text, add a picture, save a Character Generator template.



You have the possibility to:

- Use a pre-defined text & graphics template from the **Base Template** field. Refer to section 'Applying a template' on page 207.
- Define new text and graphics as explained below.

ADDING TEXT AREA AND DEFINING TEXT PROPERTIES

How to Add Text

To enter text, proceed as follows:

1. Click the Add textarea button from the Text Properties tab.

   A text box appears in the Video Display:

2. Enter your text in the text box.
3. Define the text properties through the five sub-tabs of the Text Properties tab.
4. Click the ✓ button to validate your text.

> **Note**
>
> You can repeat steps 1 to 4 to associate several text areas to the same tag area. They will then be displayed next to the same tag number in the tag list.

Possible Actions on the Text Area

You can move or resize the text area by dragging the area to the desired position and dragging the edges to increase the box size.

The following icons are present on the text area:

Button	Description
🗑	Deletes the text area.
✓	Validates the text and its properties. The text area is then surrounded by a thin black line to identify it.
✗	Cancels the editing performed since the last Validate action.

How to Define Text Properties

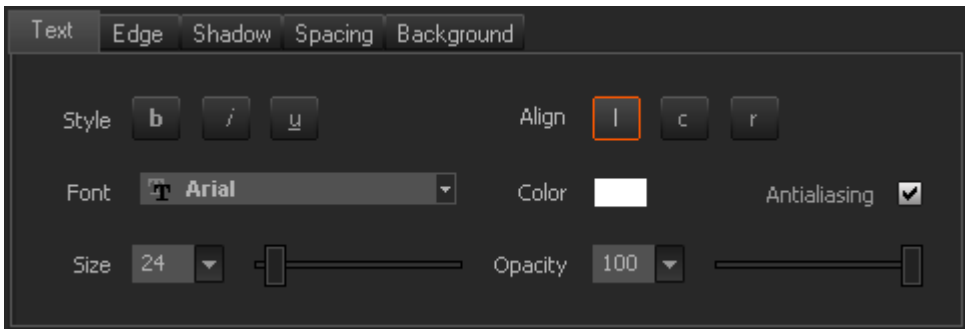
Five sub-tabs are available in the Text Properties tab to define the text properties.

If no text is selected, changing properties will be applied to all the text in the area.

If some text is selected, changing properties will be applied to the selection only.

Text Sub-tab

The Text sub-tab provides options which define the properties of the text itself, such as style, alignment, font, color, size and opacity.



The antialiasing option is selected by default. This is used to minimize the distortion artifacts.

Example with italic, centered and turquoise options:

Edge Sub-tab

The Edge sub-tab is used when you want to add a border to the text.

Example with a blue edge of size 1 and 100% opacity:

Shadow Sub-tab

The Shadow sub-tab is used when you want to apply a shadow to the text.

To apply a shadow to the text, define the following settings:

- Select the **Set a Shadow** option.
- Choose a color for the shadow by clicking the Color box, selecting a color from the palette and then pressing the **OK** button.
- The OffsetX parameter defines the horizontal size of the shadow.
- The OffsetY parameter defines the vertical size of the shadow.

Example of a white shadow with Offsets of 5:

Spacing Sub-tab

The Spacing sub-tab defines the spacing between lines (Interline option) and between letters (Tracking).

Example with an interline of 1.5 and a tracking of 15:

Background Sub-tab

The Background sub-tab is used to apply a color background in the text area:

Example with a light orange background with 50% opacity:

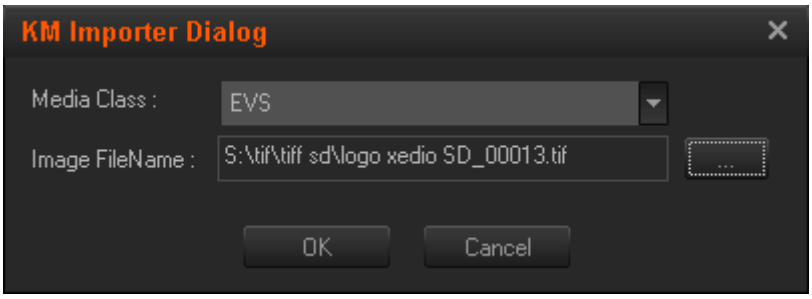
ADDING GRAPHICS

Provided that the **Enable Import Picture** option has been enabled in Xedio Manager (Software > Parameter Profiles > CleanEdit > Cg), an **Import Picture** button is displayed at the bottom of the Text Properties tab.

1. Press the

button.

   The KM Importer Dialog bow opens:



2. Press the Browse button to select the picture file (.tif) to import.
3. Associate a Media Class to the picture from the **Media Class** field
4. Press **OK**.

The picture is added to the Video Display:

Note that the picture cannot be moved or resized once imported.

11.3.6 WORKING WITH TEMPLATE OF TEXT AND GRAPHICS

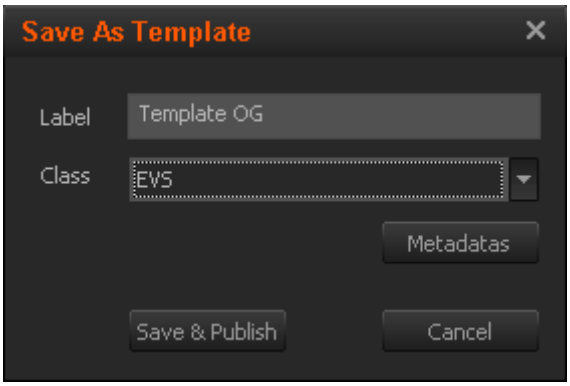
Once text and/or graphics have been added, you may want to save this layout as template for further use. The **Enable Save As Template** option must have been enabled in Xedio Manager (Software > Parameter Profiles > CleanEdit > Cg). Then a **Save As Template** button is displayed at the bottom of the Text Properties tab.

SAVING A TEMPLATE OF CHARACTER GENERATOR PAGE

To save a template:

1. Press the Save as template button

   The Save As Template dialog box opens



2. Enter a Name in the **Label** field.
3. Associate a Class to the template from the **Class** field.
4. If required, assign Metadata from the **Metadata** button.
5. Press the **Save & Publish** button.

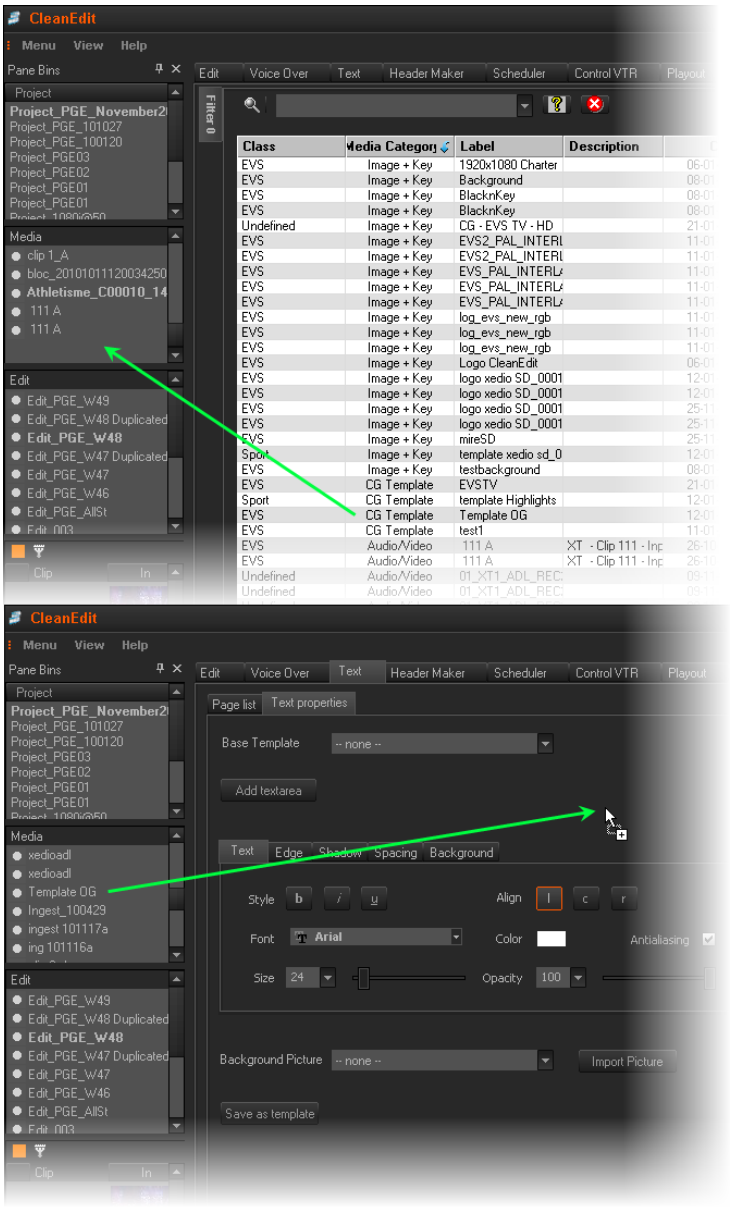
The template name is available from the Base Template list in the Text Properties tab.

Templates are stored in the database and are listed in the Media Manager, under the CG template category.

APPLYING A TEMPLATE

When you want to apply a saved text & graphics template to a Character Generator page being created, do one of the following:

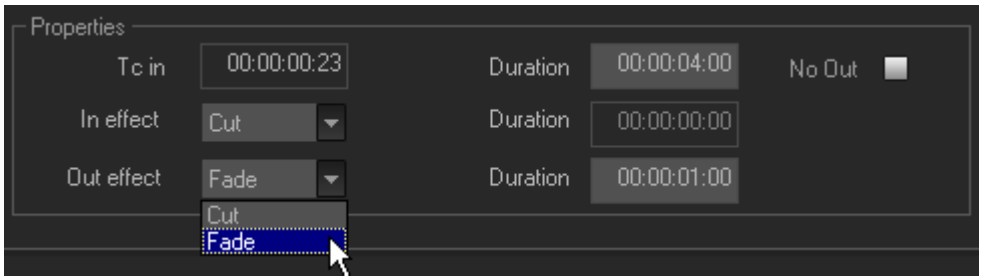
- select it from the Base Template list in the Text Properties tab
- select it in the Media Manager and drag it onto the Media Pane bin and then drag it onto the Text properties tab:



Text and graphics are then automatically applied to the page.

11.3.7 APPLYING A TRANSITION EFFECT TO THE CG AREA

During playout, the text and graphics can appear and/or disappear without transition or with a Fade transition effect. This is defined from the Page List tab.



To define the effect for the IN point of the CG area, select it in the **In effect** field from the Properties group box.

To define the effect for the OUT point of the CG area, select it in the **Out effect** field from the Properties group box.

With a Fade effect, you will have to set its duration in the corresponding **Duration** field.

11.3.8 CHECKING THE INTEGRATED TEXT AND GRAPHICS

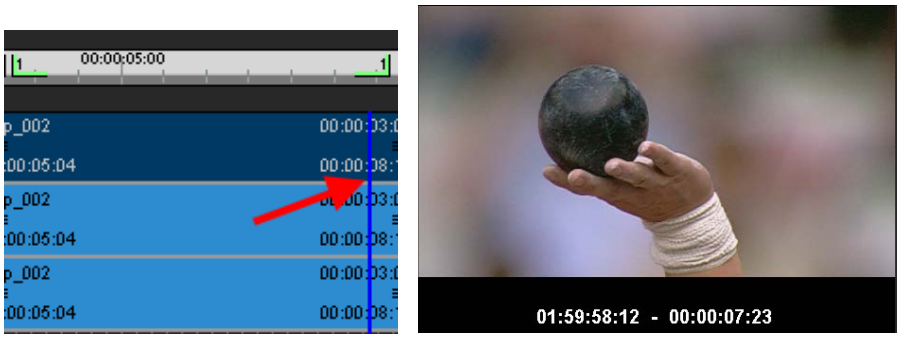
You can check the result of the text and graphics integration by playing the edit from the Player area.

To place the nowline on a specific tag, select it in the tag list from the Page List tab and select the **Jump to in** or the **Jump to out** radio button. This will place the nowline on the first frame or on the last frame of the tag area.

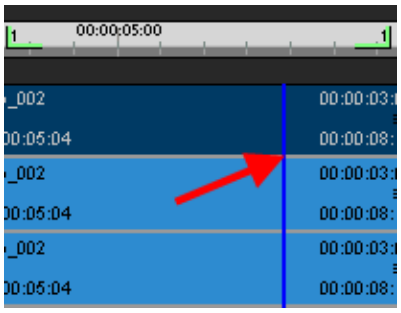
When a fade effect is defined, selecting the **Outside transition** FX option will place the nowline within the tag area, on the first frame after the In effect (jump to in) or before the Out effect (jump to out).

Example:

Jump to Out without the **Outside transition** FX option:



Jump to Out with the **Outside transition** FX option:



11.3.9 EDITING THE CHARACTER GENERATOR PAGE PROPERTIES

EDITING AREA DURATION

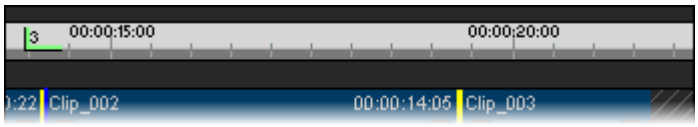
How to Edit a Tag Area Duration

1. Select the tag in the tag list from the Page List tab
2. Modify the duration in the **Duration** field from the Properties group box
3. Press ENTER.

How to Remove the Mark OUT of a Tag

1. Select the tag in the tag list from the Page List tab
2. Select the **No Out** option

The corresponding text and graphics will then be applied until the end of the edit.



EDITING PAGE PROPERTIES

How to Edit the Properties of the Text Area

1. Double-click the selected tag in the tag list from the Page List tab

   The Text Properties tab opens. Text area(s) related to the current tag are surrounded with a thin black line.

2. Double-click in the text area.
3. Modify the required properties.
4. Press the button.

How to Modify the Selected Picture

- browse for a new picture from the Import Picture button OR
- select None from the Background Picture field to un-assign picture.

POSSIBLE ACTIONS FROM THE PAGE LIST TAB

When you right-click a tag line in the Tag List from the Page List tab, the following contextual menu is displayed:

Menu Item	Meaning
Enable	Enables the selected tag if it has previously been disabled. A is displayed next to the tag number in the tag list.
Disable	Disables the selected tag area, so it will not be displayed during edit playout. A is displayed next to the tag number in the tag list.
Duplicate	Duplicates the selected tag area and places the new tag area just after the selected one.
Delete	Deletes the selected tag area.

12. Header Maker

12.1 INTRODUCTION

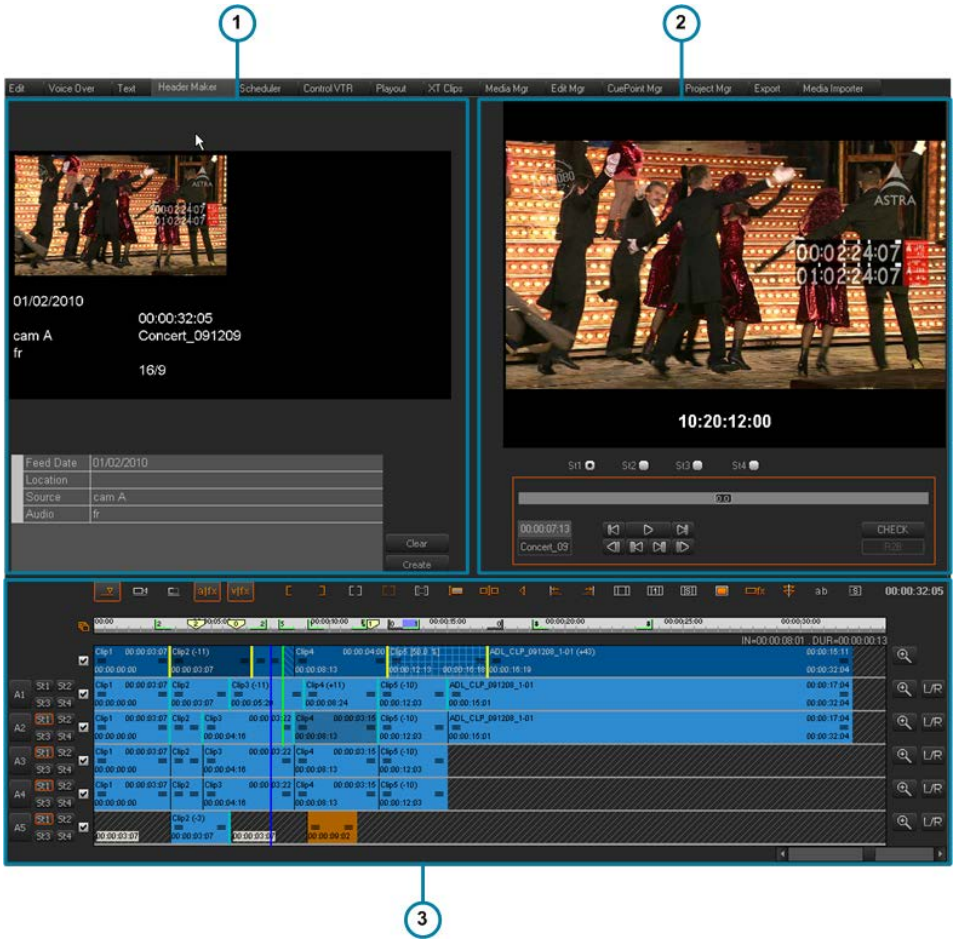
The Header Maker tab provides a tool to insert a still clip at the beginning of an edit. This still is created automatically and is based on information defined in a XML file. Besides this predefined information, you can also enter custom information (like feed, location, source, audio) in the Data editing area.

A specific (editable) profile describes the way in which the still clip has to be generated (components and positions) as well as its length in the timeline.

The Header Maker tool supports 4:3 and 16:9 edits and takes care of the video aspect ratio.

12.2 HEADER MAKER TAB OVERVIEW

The Header Maker tab contains three main areas. They are highlighted on the following screenshot and shortly described in the table below:



Area		Description
1.	Header Preview Area	This pane also contains a data editing area.
2.	Recorder Area	
3.	Timeline Area	This area contains the edit to which a still is added..

The Recorder area and the Timeline area are similar to the ones on the Edit tab.

12.3 OPERATIONS

To manually enter data in the dedicated fields in the Data Editing area, select the field and type the value or select a value from the drop-down list. If you want to remove the values from these fields, click on the Clear button.

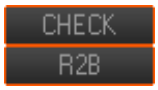
By clicking on the Create button you create the still clip at the beginning of the edit.

On this still clip you can perform a couple of operations, as you would do on any other clip in the timeline, such as:

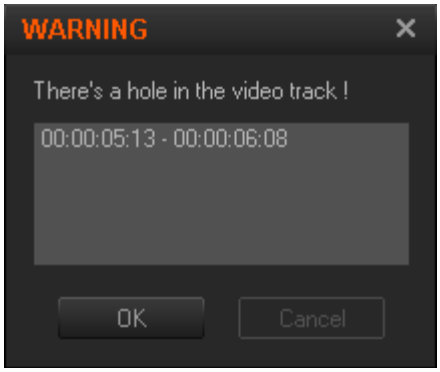
- Enlarging the clip,
- Reducing the clip,
- Moving the clip,
- Deleting the clip,
- Applying video clip effects,
- Adding video transitions between the still clip and an adjacent one.

13. Final Stages in the Editing Process

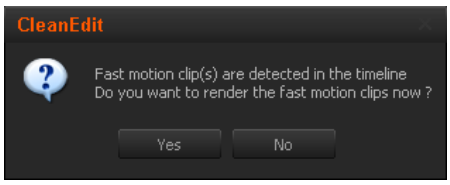
13.1 CHECKING THE EDIT



When the edit is completed it is possible to check it. Xedio CleanEdit parses the timeline for possible errors (lack of video, for example).



If a hole is discovered a dialog box opens and gives a time reference on the timeline for where there is no video.



If a fast motion clip is detected a dialog box opens via which you can render the fast motion clip(s).

If you choose No:

- The Check button remains enabled, since not-rendered fast motion clips are still present in the edit.
- The R2B (ready to broadcast) button remains disabled.

If the edit is checked successfully, the Check button will be disabled and the R2B (ready to broadcast) button will be enabled.

Refer to section 2.9 'Checking the Edit' on page 16 for more information.

13.2 PLAYING OUT AN EDIT

13.2.1 INTRODUCTION

You can play out an edit from two different 'locations':

- from the Xedio CleanEdit application, via the Playout tab.

  You use such a solution when you want to playout some edits (or a clip or edit) individually.

  This section will cover the playout from Playout tab.

- from the Xedio Playout Organizer.

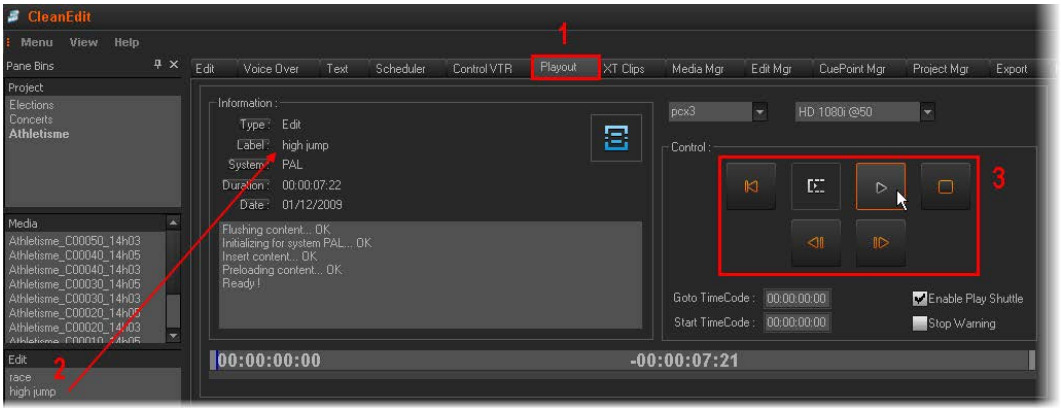
  You use such a solution when you want to manage several edits in your playout, and/or when a dedicated playout server is installed on your setup.

  This section is covered in the Playout Organizer user manual.

You can obviously not use both playout solutions at the same time on the same machine.

Note
The playout option is available only on workstations equipped with an EVS SDI output board (PCX2 or PCX3).

13.2.2 PLAYOUT PROCESS FROM THE PLAYOUT TAB



1. Activating the Playout tab:

   Move the mouse pointer over the Playout tab

2. Preloading the edit:

   You can play an edit whether it is ready to broadcast or not.

   To preload the edit for the playout, select the edit from the Edit zone in the Projects area and drag it anywhere onto the Playout tab work area.

   The edit is ready to be played out.

3. Playing the edit:

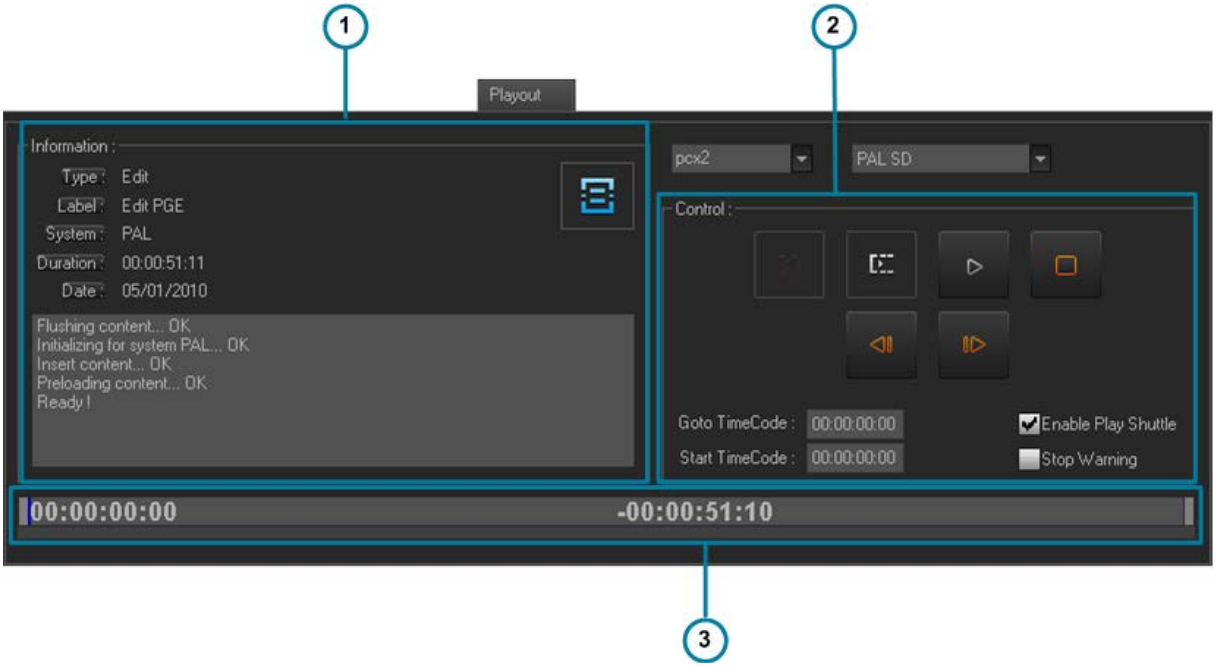
   To play the edit, you can directly use the usual control commands available on the right part of the window.

   For more information on the Playout tab, refer to section 13.2.3 'Playout Tab' 216.

13.2.3 PLAYOUT TAB

OVERVIEW

The Playout tab contains three main areas. They are highlighted on the following screenshot:



Area Number	Area Name
1.	Information Zone
2.	Control Zone
3.	Media Bar

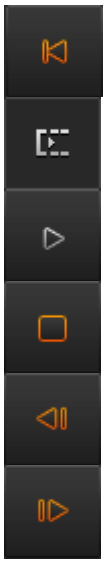
INFORMATION ZONE

The information zone displays general details of the edit (like type, label, system, duration, date).

The text field below this general information shows a log confirming when the edit was loaded correctly and is ready for playout.

CONTROL ZONE

The buttons in the control zone allow you to:



Go to the beginning of the edit

Preload the edit

Play the edit

Stop the edit

Go to the previous frame

Go to the next frame

The following functions are available:

Item	Description
Goto Timecode	Entering a timecode value in this field allows to jump to this specific timecode.
Start Timecode	Entering a timecode value in this field allows the edit to be played out from this specific timecode.
Enable Play Shuttle	When this option is selected, the Play function can be activated from the Shuttle Pro.
Stop Warning	If this option is selected when you press Play and then Stop, a warning message is displayed:

MEDIA BAR

The video will be visible on the SDI output of Xedio CleanEdit.

The Media Bar displays the following information:

- a progress indicator (blue vertical line), which shows the current playout position.
- On the left, the time elapsed from the beginning of the edit up to the current

playout position.

- On the right, the duration from the current position until the end of the playout.

13.3 EXPORTING AN EDIT OR A MEDIA

13.3.1 INTRODUCTION

This section presents how you can export an edit or a media to a file from Xedio CleanEdit, selecting:

- a format from a list of supported codecs
- a destination.

This can be done even if the original edit was in a mix of many different file types.

Xedio CleanEdit makes it possible to export the final edit/media to several destinations:

- to CleanEdit.

  This allows you to consolidate an edit/media and store it as a single clip in the Xedio storage system and Xedio database.

- to File

  This allows you to export an edit/media to a file that can be read by an external system.

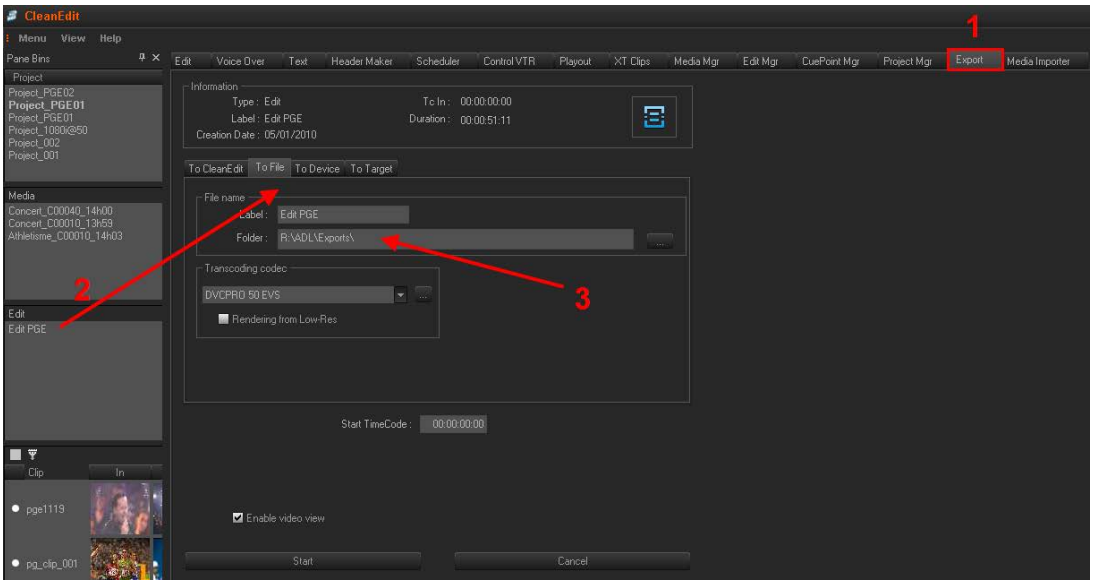
- to Device

  This allows you to export an edit/media to an external device, either a video tape recorder, or to an EVS server.

- to Target

  This allows you to export an edit/media and perform a predefined set of operations for specific workflows.

13.3.2 LOADING AN EDIT OR A MEDIA ON THE EXPORT TAB



1. Activating the Export tab:

   Move the mouse pointer over the Export tab.

2. Selecting the edit/media:

   To display the edit information, select the edit from the Edit zone, or the media from the Media zone, in the Projects area and drag it anywhere onto the Export tab work area.

3. Selecting the export destination:

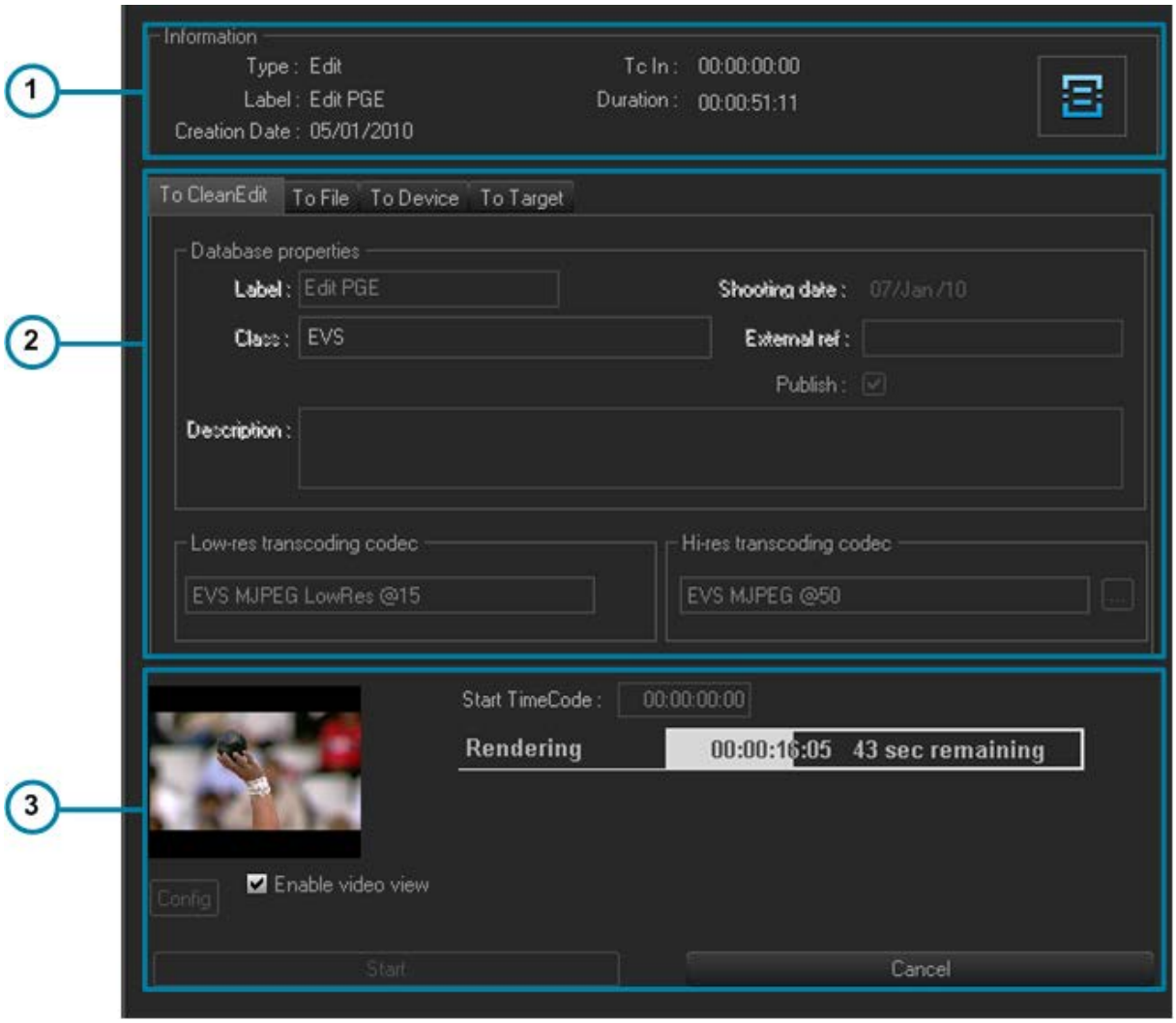
   Select the tab corresponding to the destination you want to export the rendered edit or the media to. You will then have to enter parameters specific to each tab.

   For detailed information, refer to the 13.3.3 'Export Tab' on page 220.

13.3.3 EXPORT TAB

OVERVIEW

The Export tab contains three main areas. They are highlighted on the following screenshot:



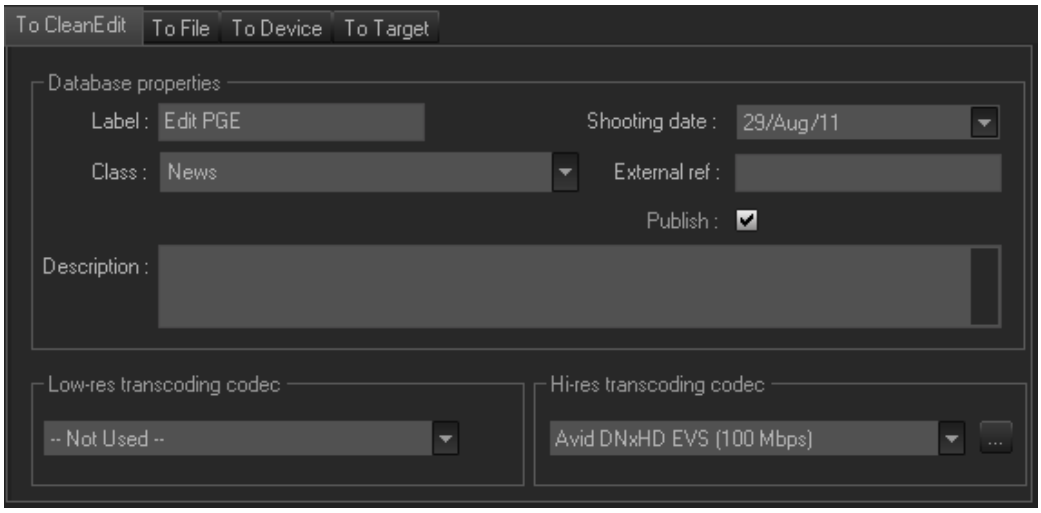
Area Number	Area Name
1.	Information Zone
2.	Destination Zone
3.	Export Information Zone

INFORMATION ZONE

The information zone displays general details on the edit/media (like type, label, creation date, TC IN, duration).

DESTINATION ZONE

Exporting to CleanEdit

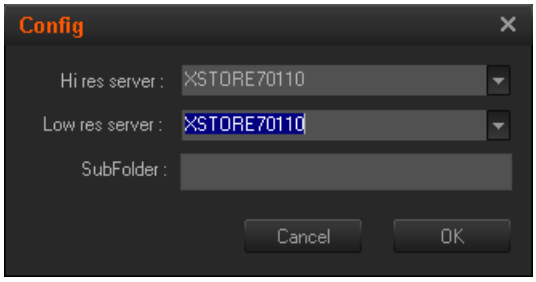


To consolidate an edit and store it as a single clip in the Xedio storage system and Xedio database, complete the following fields and click on the **Start** button. The rendering process allows creating hi-resolution files and lo-resolution files, if desired, in one step.

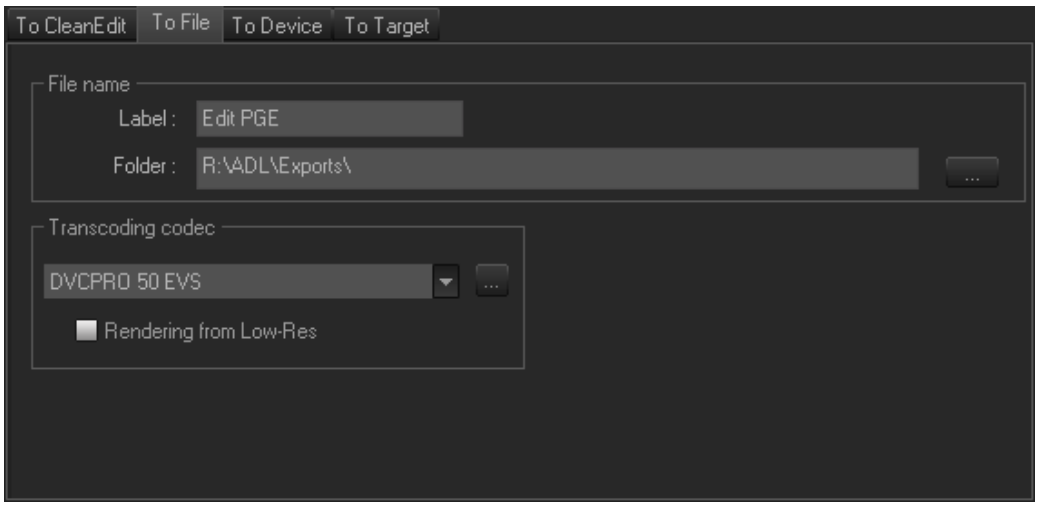
Field	Description
Label	Name you give to the exported edit/media (mandatory)
Shooting Date	Date you can assign to give indication on when the edit/media has been rendered.
Class	Class categorizing the edit/media as defined in the Class Manager.
Publish	Allows other users to see the exported edit/media.
External Ref	Reference which can help to identify the edit/media such as a barcode from a VTR tape.
Description	Optional text to describe the edit/media.
Low-res transcoding codec	Low-res file type for the final exported edit/media. See the corresponding Release Notes document for the comprehensive list of supported rendering codecs and formats.
Hi-res transcoding codec	Hi-res file type for the final exported edit/media.
Additional Parameters	This window can be reached by pressing the … button in the Transcoding Codec zone.

Field	Description
	 This allows you specify parameters for the new file, such as clip name, keywords, UmID or VarID.

Press the **Config** button to open the Config window where you can specify the hi-res and low-res media servers to send the edit to:



Exporting to a File

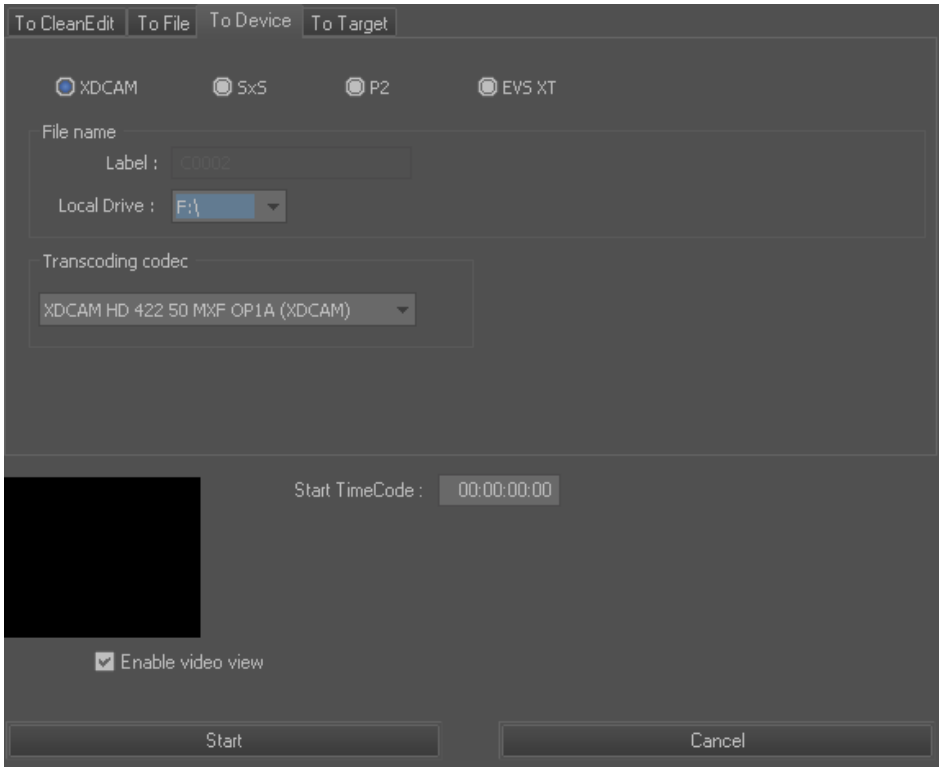


To export an edit/media to a file that can be read by an external system, complete the following fields and click on the **Start** button.

Field	Description
Label	Name you give to the exported edit/media (mandatory).
Folder	Destination folder where you want to export the edit/media to.

Field	Description
Transcoding Codec	Codec profile, which will determine the final format of the edit/media in the destination folder.
Additional Parameters	This window can be reached by pressing the … button in the Transcoding Codec zone. This allows you specify parameters for the new file, such as clip name, keywords, UmID or VarID.
Rendering from Low-res	When selected, the edit is rendered from the low-res file. This can save some time.

Exporting to Device



New!

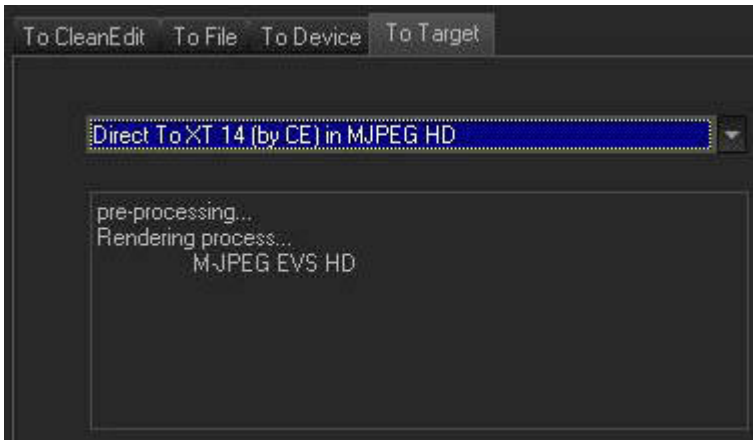
To export an edit/media to an external device, such as a XDCAM disk, a SxS card, a P2 card or an EVS server,

- select the device type: XDCAM, SxS, P2 or EVS XT
- complete the fields described in the table below

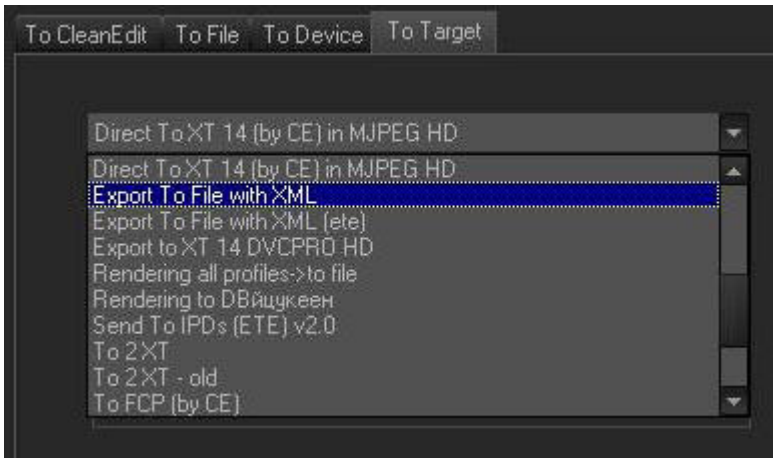
- click on the **Start** button.

Field	Description
Common Fields	
Label	Name you give to the exported edit/media (mandatory).
Transcoding Codec	Codec profile, which will determine the final format of the edit/media in the destination folder. The available codecs depend on the type of device selected.
Additional Parameters	This window can be reached by pressing the … button in the Transcoding Codec zone. This allows you to specify parameters for the new file, such as clip name, keywords, UmID or VarID.
To Device EVS XT	
XFile Gateway	Name of the hardware device hosting the XFile application used to transfer the edit/media.
XT nr, Page, Cam	XT number, page and camera to send the edit/media to.
To Device XDCAM, SxS or P2	
Local Drive	Location where the edit/media will be sent to.

Exporting to Target



The rendering to target tool allows selecting predefined sets of operations that occur in specific rendering workflows. These operations are described in target profiles (xml files) listed in the Profile drop-down list:


To CleanEdit
To File
To Device
To Target
Direct To XT 14 (by CE) in MJPEG HD
Direct To XT 14 (by CE) in MJPEG HD
Export To File with XML
Export To File with XML (ete)
Export to XT 14 DVCPRO HD
Rendering all profiles->to file
Rendering to DBйцукеен
Send To IPDs (ETE) v2.0
To 2XT
To 2XT - old
To FCP (by CE)

The operations supported by the tool are:

- parallel rendering in lo-resolution and high-resolution;
- folder selection for the rendered file destination;
- file transfers to up to two XT[2] video servers: high-resolution and lo-resolution or two high-resolution servers (main and backup);
- file deletion after the transfer to the XT[2] servers
- xml file generation with metadata corresponding to the rendered file(s);
- automatic generation of the VarID[4].

Once a rendering target profile is selected, the Description area provides an overview of all rendering tasks executed by the selected target profile.

Note

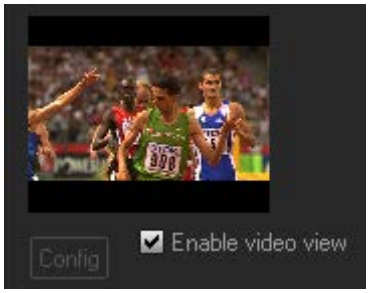
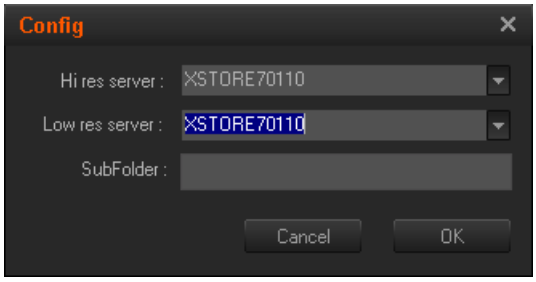
RTRProf Wizard can be used to create basic target.

EXPORT INFORMATION ZONE

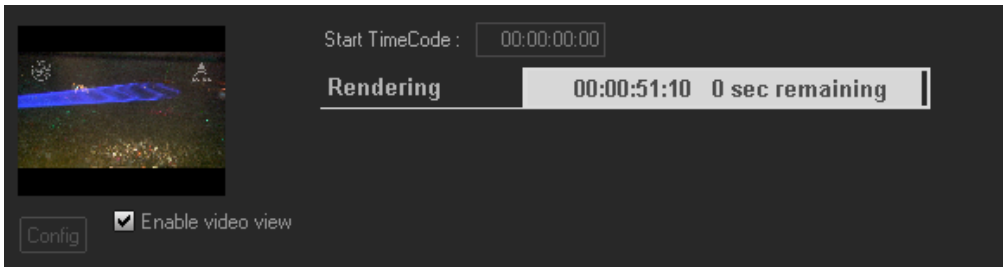
From this zone, you can initiate the export process. The following settings are available:

Item	Description
Start Timecode	You can specify the edit/media timecode from which the export process will begin.

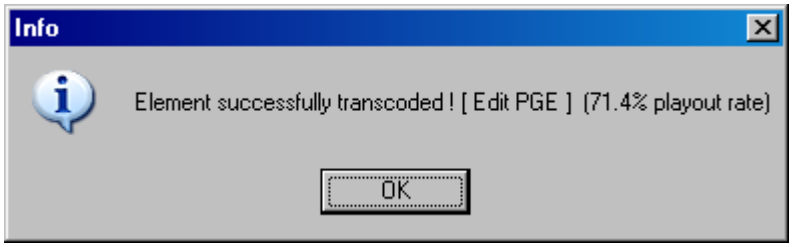
[4] In case of automatic generation of the VarID, the value automatically generated for the VarID is defined in Xedio Manager: Xedio Manager > Software > Parameter Profiles > CleanEdit Settings, General tab: Automatic Edit ID Generation: 'IDDB' for Database ID or 'UUID' for UmID.

Item	Description
Enable Video View	When selected, a small video view is displayed during the export process: 
Config Button	Available only in the To CleanEdit tab. This opens a Config window where you can specify the hi-res and low-res media servers to send the edit to: 

When you press the Start button, the export process begins and a progress bar allow the user to monitor the progress of the process.



At the end, a message informs the user that the process has been successfully completed:



Note

'71.4% playout rate' means that the encoding process was 71,4% slower

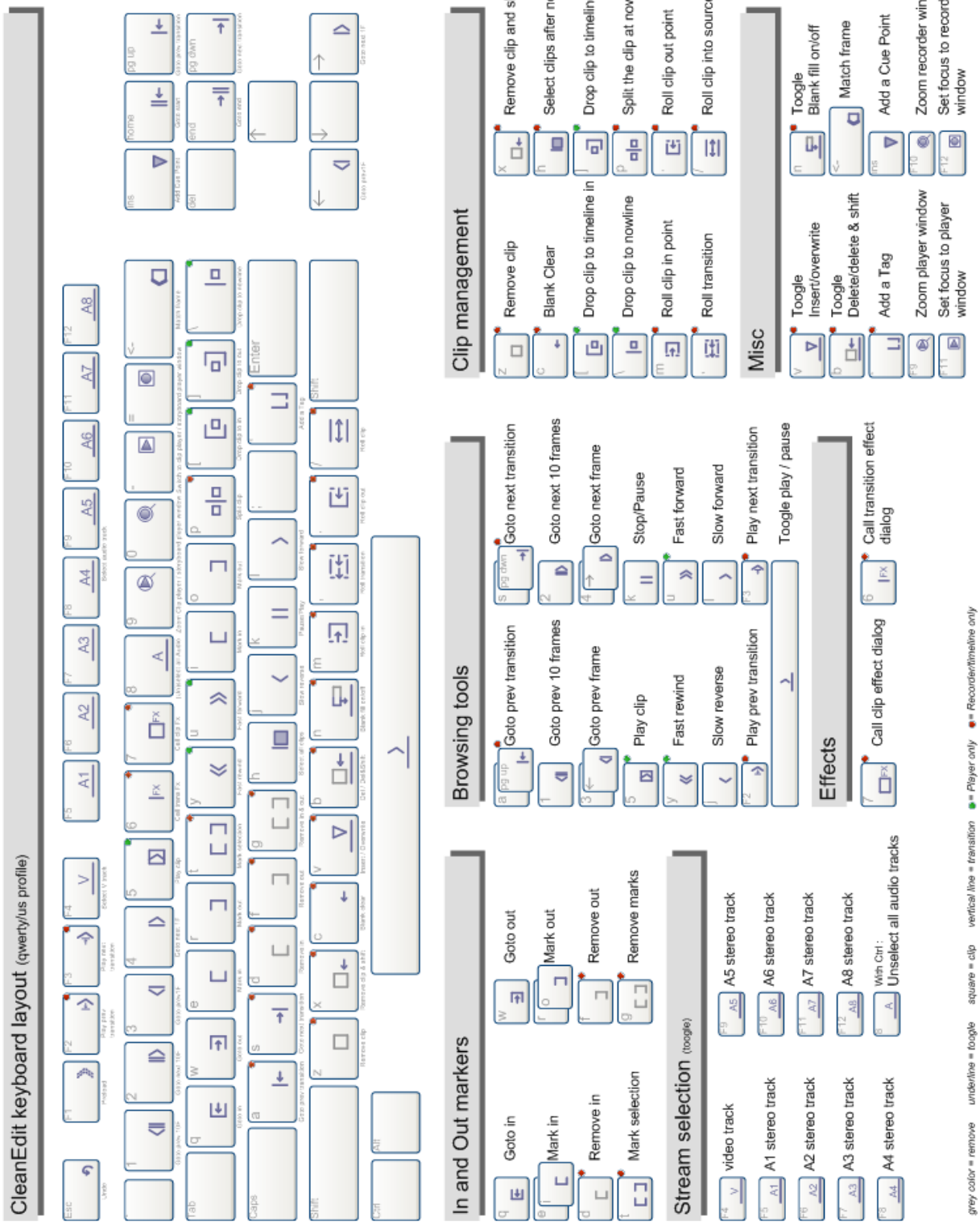
than real time (100% means realtime, 200% means 2 times faster than real time). 71,4% means that the encoding process of a 1 min edit takes about 1 min 30 sec.

Appendix 1 – ShuttlePRO

Appendix 2 – Keyboard Shortcuts

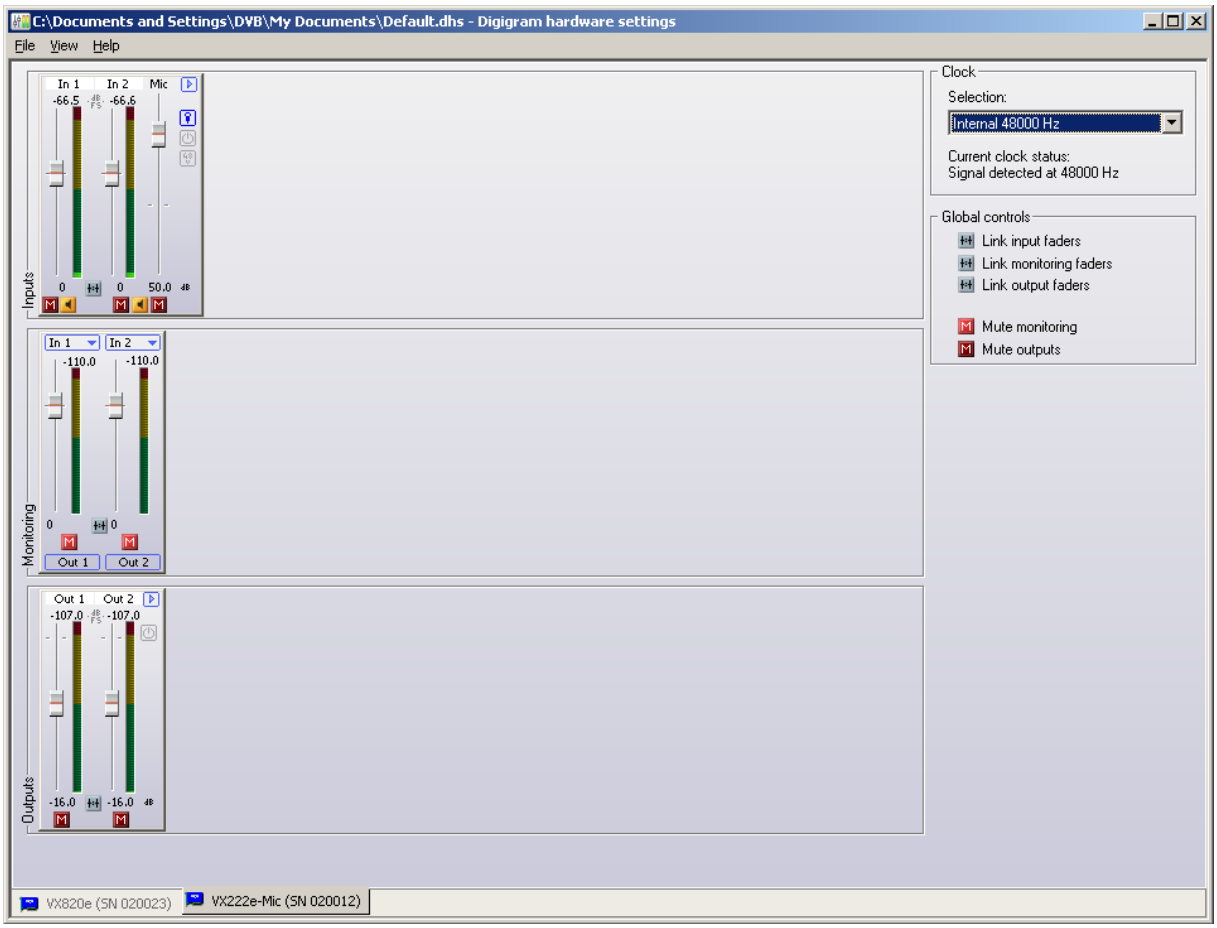
See next page.

QWERTY - US KEYBOARD LAYOUT PROFILE

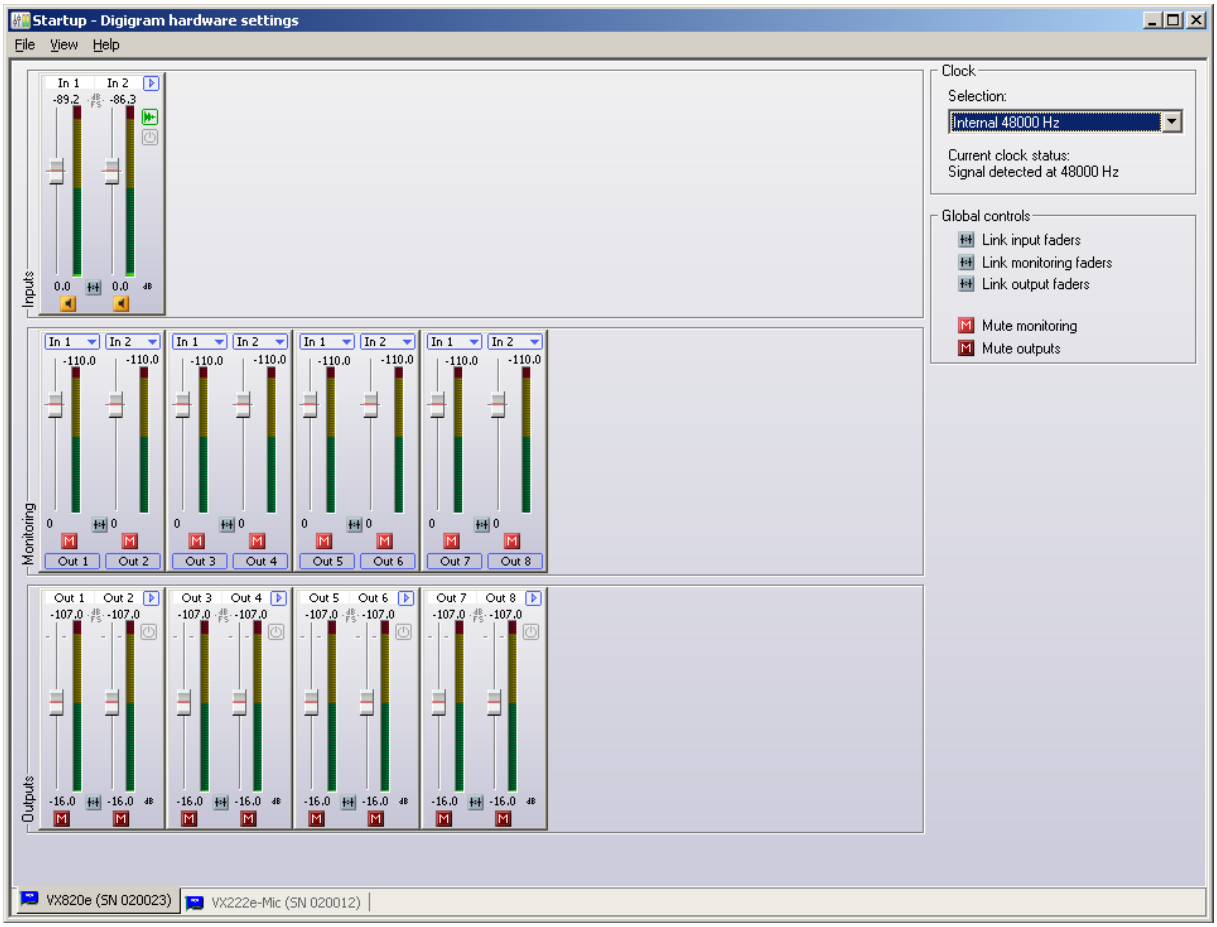


Appendix 3 – Digigram Hardware Settings

SETTINGS FOR A STEREO BOARD



SETTINGS FOR A 5.1 BOARD



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